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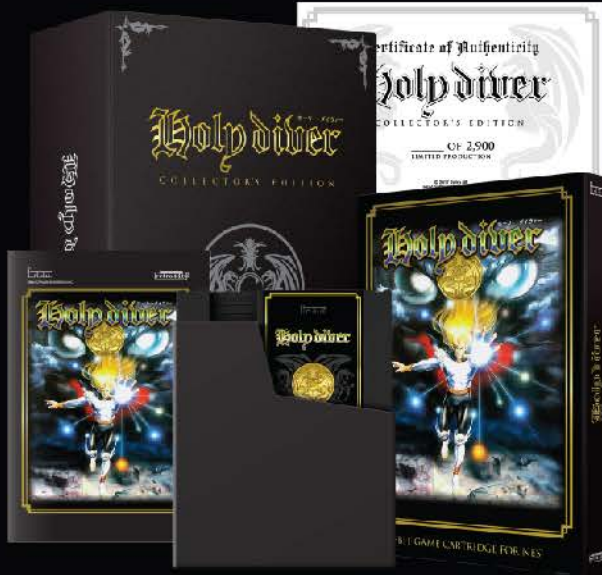


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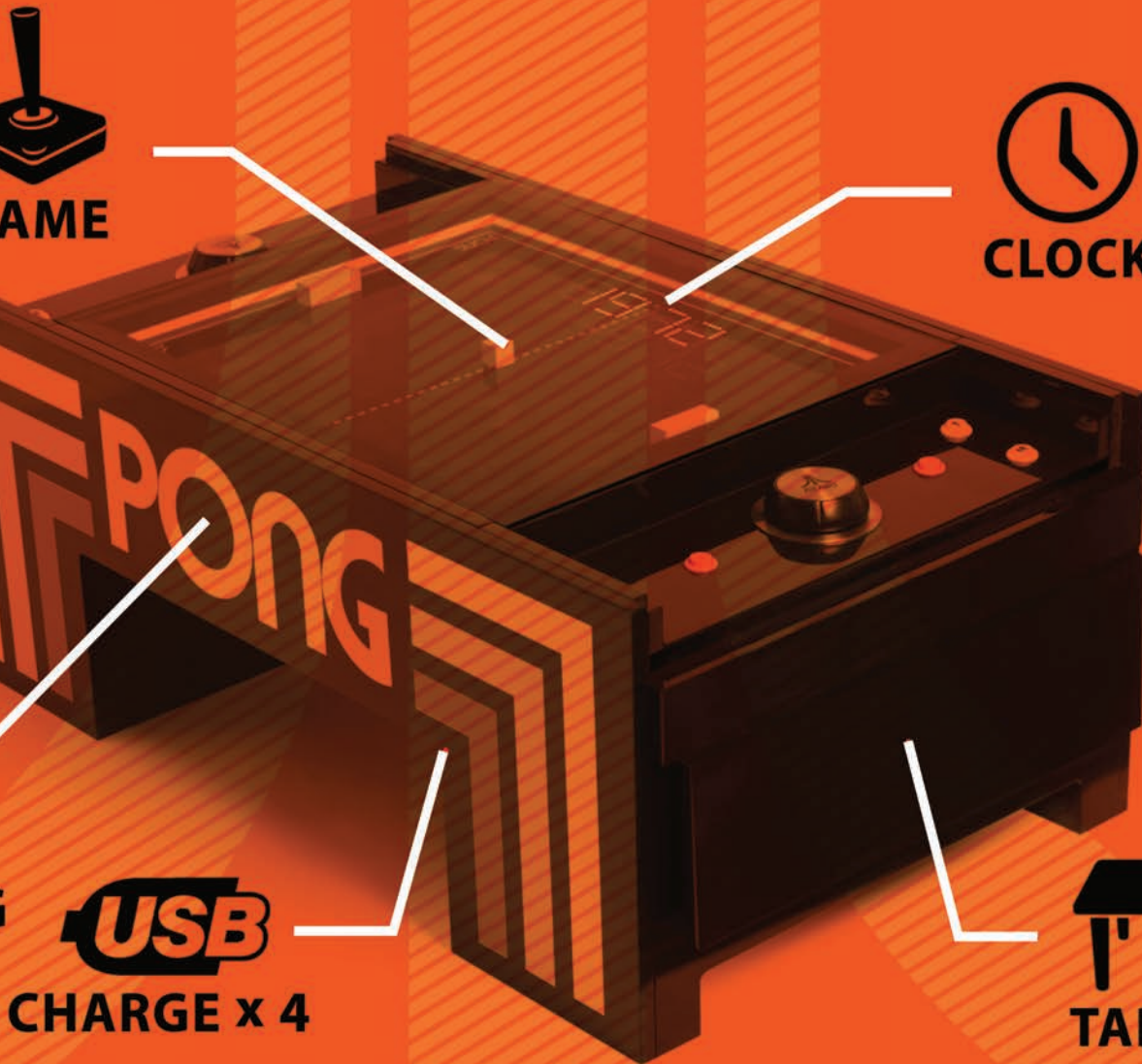
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Father and Son team making c
decorations for your home arca
guys make shadow boxes and c
with a very cool retro feel. T
boxes are done in fantastic woo
multiple depths to their design an
desktop art series is similarly cool
show your game geekiness at th

artovision3d.com

Bought the entire series that she offered at the
Portland Retro Gaming Expo last year. Tetris
pillows in the shape of all seven of the shapes of
everyones favorite puzzle game!

atomicplush.com

Space Invaders Monster Beanie
- An official Taito product that
also comes as a Ballcap!
numskull.co.uk

Space Invaders Bottle Opener - maybe the guys
at the Guys Games and Beer podcast could use a
couple of these when gaming at home or sharing
a brew at the Midwest Gaming Classic!

Playstation Notebook - a 96 page replica of the
original console.

numskull.co.uk

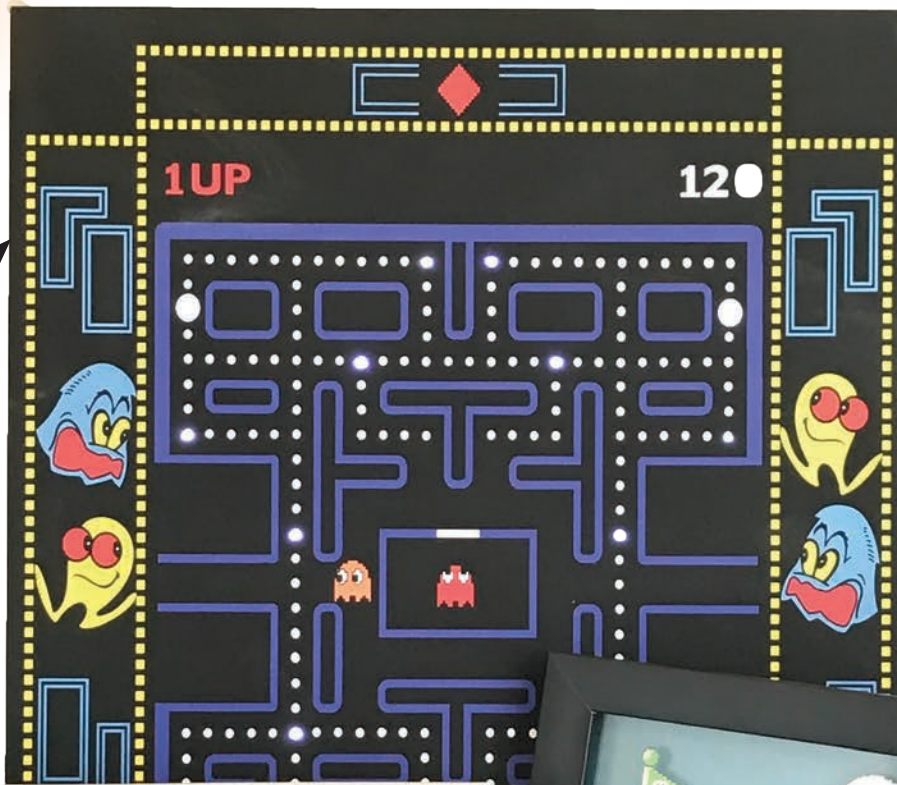


**Gaming Expos,
Forever!**

to hang up on my wall in
ights up with LED lights
s. They have several to
o get them you need to
Gaming Classic as that's
will find "The Game Guys"

gamingclassic.com

ool gaming
de. These
desktop art
he shadow
d and have
d their new
so you can
he day job!



Another pickup at the Midwest Gaming Classic these are a cool set of crew socks for the Nintendo Fan. And the box they come in is part of the fun looking like an original Nintendo Entertainment System. Now lets see if my wife reads this magazine and realizes one of her gifts for Christmas.

bioworldcorp.com / amazon.com



Pac-Man and Asteroids Atari 2600 Styled Heat Changing Mugs - Add hot water and they "reveal" themselves.

numskull.co.uk



Straight out of New Jersey these cool shadow boxes are great for gamers. And the great thing is that he offers dozens of different designs. I first found them on Etsy and then had the pleasure of meeting the staff at the Connecticut Gamer Con earlier this year. Very cool product. Look for them at more of the expos soon!

videogameshadowbox.com

BoomShakaLaka with NBA Jam

By Todd Friedman

NBA Jam is a basketball arcade game developed by Midway in 1993. It is the first entry in the NBA Jam series and has 2-on-2 arcade-style basketball game that with over-the-top gameplay. The exaggerated nature of the gameplay means that players can perform gravity defying dunks with ease and shove opposing players down without penalty.

Each game consists of four 3-minute-long quarters, and the team with the most points at the end of the fourth quarter wins the game. When starting a match, players have the option to enter their initials in order to keep track of their win-loss record and teams that they have beaten. The only fouls a player can commit in NBA Jam are goal tending and shot clock violations. This means that the player can shove opposing players (and even his own teammate) down in order to get the ball without committing a foul. A shot clock is present in order to keep the game moving at a fast pace and goal tending is used to prevent players from hoarding the basket while on defense. You can choose from 27 different NBA teams and take to the court for incredible two-on-two action. Each NBA team from the time is represented, and there are plenty of hidden bonuses to uncover with each hard-earned victory. All of the flips, twists, shooting flames, and loose refereeing from the coin-operated original are present, right down to the "on fire" streaks. If you make it too far into the game to lose your valuable progress, you can save your game with the use of a password. Whether you're looking for NBA basketball or a fast-paced brawl, you'll find plenty of both in NBA JAM. From outrageous Tomahawk jams to wild full-court shots, you control the super moves, amazing blocks and awesome slam dunks from 54 of the NBA's hottest stars. The game features ultra-realistic digitized graphics and play-by-play. It is 4-player adaptable for true arcade competition. NBA JAM puts you on the court and above the rim.


NBA Jam Tournament Edition is the second game in Midway's basketball arcade series, featuring two-on-two fast paced matches with NBA players from the 1993-94 season (1994-95 on consoles). In total, the game features over 120 NBA athletes and over 40 hidden characters. Improvements include additional power-ups, more detailed player attributes, player substitutions after each quarter, and a new soundtrack. The core gameplay is largely unchanged from the original NBA Jam. Players still have the ability to do all the crazy dunks from the original, and all actions (running, passing, shooting) can be enhanced by holding down the "Turbo" button. Turbo drains while active and replenishes quickly when not in use. Players also have the series-staple ability to go on fire after making 3 un-

answered scores in a row - giving the player temporary unlimited sprint and the ability to goal tend without being penalized. Small but significant changes in the T.E. include slightly improved A.I., game speed, new dunks, and court changes matching the color of the home team. Up to four players can play at once, with the A.I. filling in any empty slots.

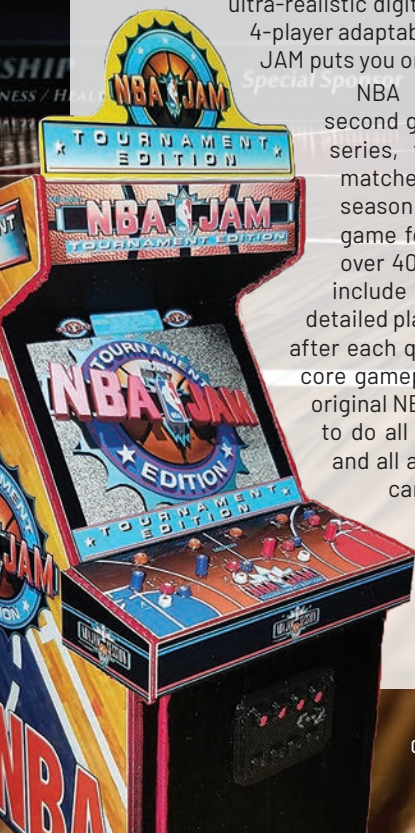
NBA Jam was showcased on multiple console platforms after the arcade version. It can be played on the Super Nintendo, Sega Genesis, Sega CD and even the handhelds of Gameboy and Game Gear. There were many sequels to the original like NBA Jam Extreme for the Sega Saturn and NBA Jam 2000 for the Nintendo 64. A little-known fact that many people don't know is there are two different versions of most console NBA Jams. One with Charles Barkley on the Suns and one without. Charles signed a deal with another company and Midway dropped him from the game and made new ones.

One of the most popular console relaunch of NBA Jam is for the Sega Genesis. This game featured every sight and sound as the arcade version. Based on the popular arcade game of the previous year, NBA Jam is a two-on-two basketball game featuring all of the 27 NBA teams competing in 1994. Not only are the teams there, but so are many of the real players. You and up to three of your friends (with a 4-player adaptor) can be Olajuwon as the Rockets, Pippen as the Bulls, Ewing as the Knicks, Mourning as the Hornets, and so on.

The arcade-hit NBA Jam also made a Game Boy debut with two-on-two basketball and a choice of 27 professional teams. Pass and shoot with the handheld's two face buttons and use the start button for the all-important turbo boost. You can unlock secret characters and special features by inputting certain initials before each game. Choose to play with or without CPU assistance, which determines whether the computer takes control over your teammate. Each pro athlete is individually rated in speed, three-pointers, dunks, and defense. Unlike the coin-op game and its console versions, NBA Jam on Game Boy does not include Game Link Cable support for head-to-head matches against a friend.

It's no mistake that NBA Jam has paved the way for many games like NFL Blitz, Mutant League Football and Street Hoops to name a few. No matter if you play it in the arcade, where it was originated, or you play at home on a console or handheld, this game will entertain and bring back memories of how fun playing a basketball video game can be. I wouldn't be surprised if they come out with another version for the next Gen consoles. This game is meant to be played by anyone at any time! 

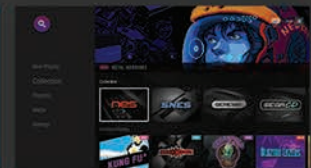
Todd Friedman is heavily involved in the video game community. He is currently writing for Old School Gamer Magazine, Little Player Magazine, Retro Player Magazine, RetroGaming Times and The Walter Day Collection. He has Co-Promoted the Video Game Summit in Illinois for the past 10 Years. Todd is an avid video game collector with over 3500 console games and 35 systems. One of his main responsibilities is keeping the Walter Day Trading cards alive. Todd holds over 60 world records on the Nintendo Wii game DJ Hero. Todd was also a nominee for the International Video Game Hall of Fame, class of 2016 and 2017.



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MUTANT LEAGUE FOOTBALL

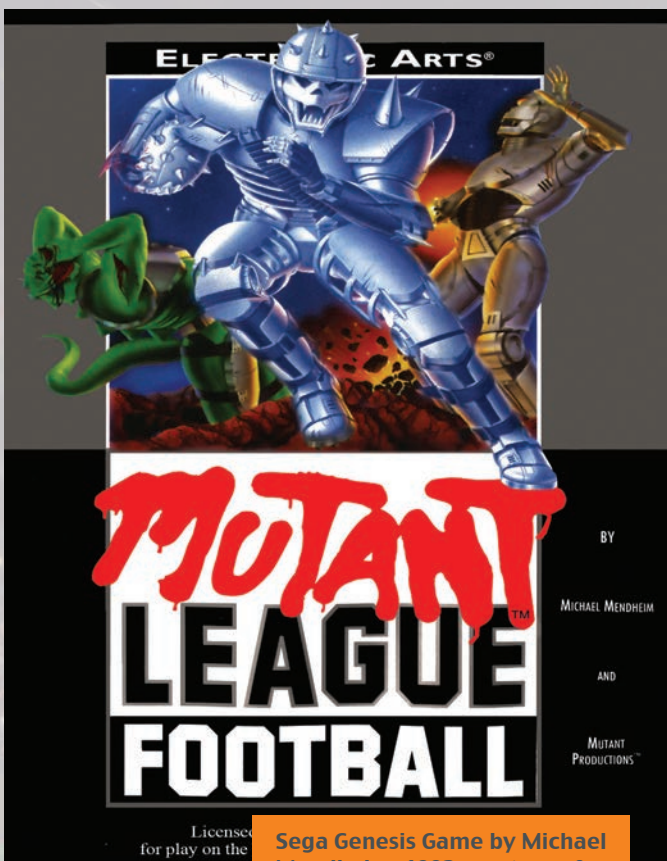
Interview with M and Tim

By Brad

Recently, I had a stand up interview with Michael Mendheim, the creator of Mutant Football League and Tim Kitzrow, the voice behind the announcer of MFL at the Midwest Gaming Classic. And as a professional, I had complete and total control of the interview.

OSG - Why did you want to create Mutant Football League and give it a new name?

MM - Well, game players have no options, right? There's one football game to play on console and we wanted to change that. So now game players have alternative to a sports simulation. They can play an arcade action football game. We wanted to create a niche. It's not really a remake of the original game. It's a brand new vision. It plays like NFL Blitz and yeah, we have monsters. The original game had monsters and mutants, but this game has so much more.



Sega Genesis Game by Michael Mendheim, 1993 courtesy of TheCoverProject.Net

OSG - Now if you don't remember, Tim Kitzrow, just think back to the voice for games like the NBA Jam series, NFL Blitz series, and a handful of famous pinball machines. So what was your first reaction when he said, hey, I've got this new game coming out?

TK - I just wanted to see his wallet.

MM - Yep. That was it.

TK - Yeah. but you know, business transaction as it was, I was excited because this is up my alley and there are not a lot of games, as you were describing, that are arcade style, that I cut my teeth on. Those were all my big hits and then where did I go? I was a dinosaur. I was in the tar pits. All of a sudden games came along. No one wanted big mouth anymore and this guy had a big game and he needed a big mouth and it all worked.

MM - Signing Tim to Mutant Football League was awesome, because it brought credibility to the product. It was basically like a trademark for the game, because it's Tim Kitzrow and he's just associated with arcade sports style games. That really helped with the whole marketing strategy of the game and Tim also brings a creative energy. He doesn't just go into the studio and do this dialogue. I mean, he actually helps write the dialogue and then he goes in and he ignores the script and he just goes off and that's how we get some of the really crazier stuff.

TK - We thought it was going to be the biggest college game, but we didn't realize -- like the generation that came in and found Blitz and Jam who were eight years old are going, oh, you're the voice my childhood from 1993. They're going to be the same kids 20 years from now going, oh my God, this amazing game I found at the MGC, and I can't wait for it to have that same kind of impact that people are going to be talking about 20 years later like, "remember when that game came back and it was the biggest game that we'd see in the past 10 years?"

MM - So the game is rated M, but there are options to turn off swearing and to reduce the gore content.

TK - Or you can make it dirtier.

MM - So if anybody from the ESRB is happening to read this....

TK - Where's the fun in that?

Michael Mendheim Kitzrow

Feingold



MM - Well, if you're eight years old, you know.

OSG - What was your reaction when he said, "you can say what you want"?

TK - Last time I did NFL Blitz for EA Sports, we were so constrained because of the powers that be, and of course the NFL license. For me, I've been waiting for the shackles to be taken off, the muzzle to be taken off. We knew that we could beep and bleep some stuff if we had to, but we let it roll for this one. We had a blast. I mean, there's no doubt about it.

MM - So actually that's not how it went down. At the studio, Tim goes off, right? And I let him go, because he's the talent. So then there's swear words all over the place. So then it's in the game and then Tim goes, man, there's way too much swearing in the game. Like, dude, that was you. (But you can turn off the language)

TK - You can turn it up and there's a switch for making it dirtier: fouler and more violent.

MM - It was so great to have Tim be a part of it. It's really hard to make people laugh when they're playing, but our game does that. It really is going to make you laugh and probably slam down your controller a couple times during a session too.


OSG - Why did you launch the project as a Kickstarter?

MM - We actually did two Kickstarters. The first one we did without a demo and it was on the wrong platform and that one failed. Then we came back a year later and had a demo. Pledge a dollar, play the game. The Kickstarter was successful in four days and we actually hit our target on Super Bowl Sunday as Brady was taking the game into overtime. But I did Kickstarter because we were self-funding our project and we didn't have enough cash to get across the finish line. The reason this game exists is because of our community and Kickstarter backers. Thank you, guys.

TK - That's right. And now Bomb Shady back to pass, oh, he gets sacked right in the lunch pail. Oh man, that's got to hurt. Now, we know that Bomb Shady likes to play with soft balls, but after that hit, he's going to be playing with deflated balls the rest of his career. Careful what you wish for! Boomshakalaka! From the MGCC, Michael Mendheim, Tim Kitzrow from Mutant Football League. Boomshakalaka! Drop the mic!



OSG - Complete and total control!

At the 2018 E3, they announced that Mutant Football League is going to be releasing the carnage on the Nintendo Switch this fall. They also announced that in addition to the digital download that is available now, they are releasing a physical copy for purchase in local retail stores in with the Mutant Football League Dynasty Edition. This will have several new options that were not with the original game. Visit mutantfootballleague.com for more information. 

Brad Feingold - Brad has been a die-hard arcade fan ever since he can remember. From the first time he played Space Invaders, to the first time he played Pacman, Brad has always had a love for video games. Hanging out at either the Great American Fun Factory in the mall, or spending the night in front of the glowing games at the local roller rink, he was always thinking about when he can spend the next quarter. But has a true love is for video games and Star Wars, as he is a member of the 501st Central Garrison. His ultimate dream is to own a fully working pinball machine and arcade machine. Difficult to say which one, but a Star Wars one would be nice start.

Early Computer Baseball

By Bill Lange

The earliest computer baseball games felt like pencil and dice tabletop baseball simulation games like *Sports Illustrated Superstar Baseball*, or the much more influential *Strat-O-Matic Baseball*, with the computer simply taking over the role of the dice, the pencil, and the scorecard.

As the hardware advanced and the programmers became more skilled, computer baseball games would begin to gain depth as well as better graphics and sound. Two styles of computerized baseball games emerged. One type allowed you to use, modify

or enter new real-world statistics. These statistics were easily found in the sports pages of newspapers, on the back of baseball cards, the *Baseball Encyclopedia* and other sources. These styles of games typically let you play the

field manager or general manager rather than the individual players. The other main style of computerized baseball games were the arcade-action twitch games in which one or two players could battle it out with buttons, joysticks, trackballs and/or the computer keyboard.

In the early 1960s, an IBM engineer and rabid baseball fan from Akron, Ohio named John Burgeson created an early punch card-based baseball simulation game for the IBM 1620 computer. While Burgeson programmed the game for his own use, it was later included in the free software library shipped with the million dollar (adjusted for today's dollars) computer. In this one player game, the player would pick a team of nine baseball players from a preset roster. The computer would then form a team from the remaining available players. Once the two teams were picked, the computer would play the game based on programmed statistics and print the results.

In the early 1970s, an English major named Don Daglow created a baseball game for Digital Equipment Corporation's PDP-10 mainframe at Pomona College in Claremont, California. What made Daglow's game different from Burgeson's game was that the players could actively manage the baseball game instead of just picking the teams. Players could direct their pitchers, batters and even their baserunners throughout the game. The computer would print the results as if it were a play-by-play radio announcer. Daglow would continue to tinker with his game and would have a hand in computerized baseball games (and many other genres) for the next forty years.

COMPUTER BASEBALL

An early baseball game for the microcomputer, *Computer Baseball* by Charles Mellow and Jack Avery, was published by Strategic Simulations in 1981. It was released for various platforms such as Apple II, Atari 8-bit, Commodore 64, DOS and others. In this game, featuring text and primitive graphics, you could choose one to two players, or no players, with the computer managing both teams. The game comes with a selection of all-time great teams from 1906 to 1980. With *Computer Baseball*, you could manage other teams by purchasing or creating new data disks. Players are limited to managerial decisions such as batting lineups, pitcher selection as well as player substitutions.

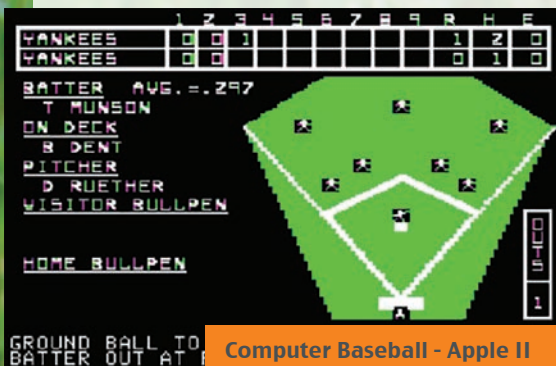
STAR LEAGUE BASEBALL

Star League Baseball (SLB) is a 1983 release by Gamestar Software. It is a one or two player game created by Dan Ugrin, Scott Orr and Bruce Mitchell for the Apple II, Atari 8-bit, C64/128 and the Macintosh. SLB shows the field as if you were looking down from the right field upper deck seats.

SLB has great graphics, animation and sound effects. The pregame screen plays catchy theme music. The game itself starts off with the flag waving in the breeze above the scoreboard as the National Anthem plays on the stadium organ. Each half inning begins with a brief view of the scoreboard and then the roar of the crowd as the leadoff hitter approaches the plate.

In his recent book *Breakout: How Atari 8-bit Computers Defined A Generation*, author Jamie Lendino states that "... *Star League Baseball* is tremendous fun, and has a fast and addictive pace ... *Star League Baseball* is an excellent and original example." And recently on Facebook, SLB fan Don Janis stated "Loved that game. A buddy and I made entire teams and two divisions, kept stats, and did commentary while playing." That is a dedicated fan!

While the game had a few minor issues, such as being able to easily throw out runners at first base on hits to right field, at the time of its release, it was one of the best arcade-style twitch baseball games and it still holds up pretty well today. It also included some nice features such as the ability to foul, scoreboard trivia display and bases-loaded rally music.



**Computer Baseball - Apple II
Strategic Simulations, 1981**



**Star League Baseball - Atari 8 Bit
Gamestar Software, 1983**

MICRO LEAGUE BASEBALL

Micro League Baseball (MLB), a traditional baseball simulator for one or two players, was released for the Apple II, Atari 8-bit, Atari ST, Commodore Amiga, Commodore 64 and DOS platforms. It was published by Micro League Sports Association and was one of the first baseball games to get licensed so that it could use actual Major League Baseball teams and players.

On the Atari 8-bit version, the game starts out with a rendition of Take Me Out to the Ballgame. If you wait long enough, it will go into demo mode. The graphics and sound are nice, but make no mistake about it, this is a statistics-based baseball game.

It also had an optional General Manager disk so that users could create, edit and delete player statistics and team rosters. You have the ability to create any kind of roster you choose. It also has an optional Box Score/Stat Compiler disk for the Sabermetricians.

MLB is a General Manager/Field Manager wannabe's dream! In addition to the MLB game disk itself, there are a dozen or so optional disks, including actual Major League Baseball team statistics for the early to late 80s, All-time great All Stars statistics and various World Series teams from the 50s, 60s, and 70s. There are also a few General Manager utilities.

During the World Series in the fall of 2017, my friend Peter Fletcher entered the season statistics for the Houston Astros and the Los Angeles Dodgers in to Micro League Baseball II on his Atari ST. He allowed his computer to play out the series and tweeted out the results. The Dodgers won his 2017 Micro League World Series with a 9-2 victory in game 5 with Clayton Kershaw's two wins and ERA likely edging out Justin Turner's two Home Runs and batting average for MVP honors!

While MLB has nice graphics, it is not a twitch game. It is a management strategy game based on real-world statistics. If you are a Sabermetrician, you are likely to enjoy this game.

HARDBALL!

Hardball! is another arcade-style game designed by Bob Whitehead (also creator of Home Run on the Atari VCS/2600), published in 1985 by Accolade. At the time of its release, it had some of the best arcade graphics of any computer-based baseball game.

Hardball! gives a screen full of options before starting such as one player, two player, DH, etc. It also gives you a lineup of players and allows you to manage substitutions. It also displayed on-screen instructions for pitchers and batters.

The manager has a lot of



Micro League Baseball - Atari 8 Bit
MicroLeague Sports Assoc, 1984

optional decisions to make: hit, bunt, player substitution, fielding defense. The pitchers have a half dozen pitches to choose from and they can also pick pitch locations. Also, according to the manual, "As a pitcher gets tired, the probability of throwing a strike goes down."

The main viewpoint of the camera, is from left-center field or from behind the pitcher from just to the shortstop side of second base. An over-head look at the playing field resides in the lower right hand corner of the screen.

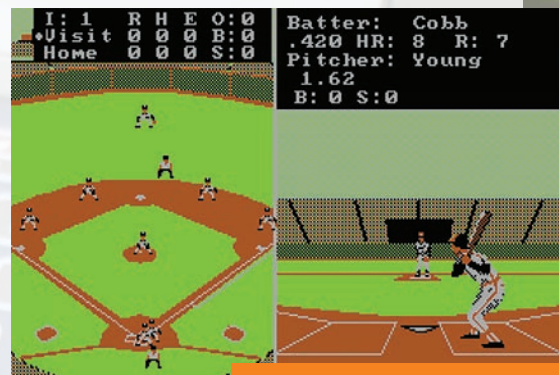
Hardball! is a strategy-based arcade-style twitch game with a lineup of fictional ball players and made-up statistics. After playing the game enough times, the players start to feel real enough as you get used to their abilities and style of play.

This game was available for just about every popular micro-computer in the mid-1980s.

EARL WEAVER BASEBALL

Earl Weaver Baseball (EWB). EWB was another game by Don Daglow as well as Eddie Dombrower and published by Electronic Arts. Long time Baltimore Orioles' manager Earl Weaver, provided the managerial strategy for the game, hence the game's name.

EWB was another one player, two player or computer vs. computer game. It was available for the Apple II, Commodore Amiga, DOS and other platforms. Computer Gaming World magazine named EWB its game of the year for 1987.



Earl Weaver Baseball - DOS
Electronic Arts, 1987

EWB was a hybrid game in that it allowed players to choose from either arcade or manager mode. It has both single pitch mode (where one pitch determined the outcome of the at bat) and regular mode (where every pitch of an at bat was played out). The game also displayed both current (as of the late 1980s) and historical baseball stadiums.

While this game also had a few minor issues, it included many new features that would go on to become the standard in the computer baseball game genre.

Definitely give this game a try, especially if you can find the Commodore Amiga version of the original EWB.

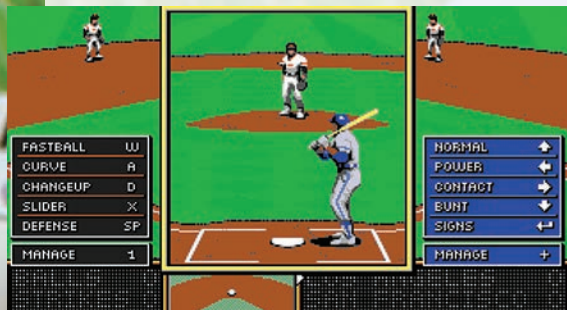
TONY LARUSSA BASEBALL

Tony La Russa Baseball (TLRB) was a series of computer and console computerized baseball games. And again, Don Daglow was on the development team. You can see how Daglow's work evolved from his early mainframe games to 1983's Intellivision World Series



Hardball! - Atari 8 Bit
Accolade 1985

Baseball to 1987's Earl Weaver Baseball to TLRB. The game refined many of the features found in EWB. It also included some firsts of its own. Instead of using Earl Weaver as the managerial inspiration, the developers of this game worked extensively with Major League Baseball manager Tony La Russa, who managed the Oakland Athletics at the time, on the game's management artificial intelligence.



Tony LaRussa Ultimate Baseball - DOS Strategic Simulations, 1991

This game was available for the Commodore 64 and DOS. There was also a console version for the Sega Genesis. It is fairly easy to find and run the DOS version of the game today in a DOSBox. It has nice colorful graphics and superb baseball sound and music.

This article is just a brief history and covers only a few of the early computer baseball games on various computer systems. There were many others available as well, including games for consoles such as the Atari VCS/2600, the Mattel Intellivision, the Nintendo Entertainment System, etc. Many of the games also had various add-on and expansion disks with additional team data, stat compilers and other interesting utilities.

What was your favorite computerized baseball game? Hit me up on Twitter at @BillLange1968 at let me know!

Hit me up on Twitter at @BillLange1968 at let me know!

Bill Lange - Bill is a software engineer. He designs and developments cloud based software solutions. He resides in NJ with his wife Lucy and their dog Yoda. In his spare time, he likes to tinker with game programming, 8-bit computers and the classic arcade machines of his youth.

EXTRA INNINGS

Likely my first electronic baseball game, **Mattel's Baseball** (1978) is a classic handheld electronic LED-based game. I drained many free Radio Shack "Battery Of The Month" Energell 9v batteries on this game until I was gifted a 9v plug-in power adapter. The game controls the pitching and defense. The human player controls hitting and base running. No stats, all twitch. In recent years, some of Mattel's handheld electronics games, including Baseball, have been re-released for a new generation.



In 1978, soon after the release of the **Atari VCS/2600**, Atari released **Home Run** programmed by Bob Whitehead and Dave Rolf. This simplistic one or two player game has the baseball basics: pitcher, batter, ball, bat, bases and an on-screen scoreboard. There is pitching, hitting, fielding, balls and strikes, but not much else.

I Didn't Know My Retro Console Could Do That!

BY OLD SCHOOL GAMER



One of my favorite games to play in the yard when I was a kid was Pickle, and now Good Deal Games is bringing it to the Atari 2600! A simple game that kept me playing for much longer than any baseball game that Atari put out back in the day!



gooddealgames.com



AtariAge provides a home for many people that want to talk on their chatboards and provides a home for homebrew publishers to put out their unique new games for various mostly 8 and 16 bit systems. Many of their games available are also reimagining of games from other systems converted to older platforms like their new releases of Golgo 13 for the ColecoVision and Halo for the Atari 2600.

This time I picked up Asteroids Deluxe, Space Invaders and The Pacman Collection all programmed by Bob Decrescnzo. These versions of the classics are extensively modified from the original versions released back in the day and add a ton of flexibility in play. For instance Pac-Man Colleciton has the original, Puck Man with more difficult mazes, Hangly Man, Ultra Pacman and Random Mazes versions that will throw you off plus Ms. Pac-Man and it's variants.

atariage.com



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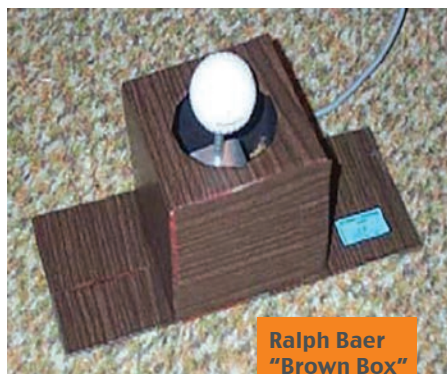
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Since the beginning of videogame history, sports have always played a major role. Higinbotham's *Tennis For Two*, Baer's video table tennis, and Bushnell & Dabney's *Pong* are also video versions of tennis or table tennis. But no matter how much you tell yourself that these videogames are sports, it's a hard sell. However, if you add a special controller that simulates something from an actual sport, the game takes on a new dimension and makes the game much more interactive. Let's look at several of these peripherals for video sport games.

There have been sports peripherals for videogames even before the first videogame console was released in 1972. To enhance the console prototype known as the Brown Box, the father of home videogames, Ralph Baer, also developed two sports-related peripherals for his invention. One was a "Golf Putter", which was a real golf ball mounted on the end of a joystick. This would be placed on the floor, and then tapped with an actual putter that would cause the on-screen "ball" to move



Ralph Baer
"Brown Box"
Putter

into an on-screen "hole".

The Golf Putter never made it to the production phase, but Baer's other prototype peripheral did. This was a light rifle that allowed to player to shoot targets on the screen. And isn't target shooting a sport? And if you turn those targets into

The Sporting Life

By Leonard Herman, the Father of Video Game History



Magavox Odyssey
Light Gun, 1972
Mfg By Nintendo

animals, you'll have the sport known as hunting.

The production model of the Brown Box was the Odyssey from Magnavox. And when it became available in late 1972, the world's first sports-related peripheral (the first videogame peripheral, period!) was also available as an option. The \$24.95 (\$150 in today's dollars) light rifle (manufactured by Nintendo) featured simulated wood grain and looked exactly like a real hunting rifle.

Although many, many light guns have been released since 1972, very few have pretended to be hunting rifles. Most were pistols and used for target shooting. Hunting as a gaming genre began roughly in 1998 when HeadGames Publishing, in conjunction with the hunting supply company, Cabela's, released *Cabela's Big Game Hunter* for the PC. And while the object of the game was to hunt wild animals with a rifle, the game was displayed in a first-person view and the rifle was virtual. This continued onto the console when Activision released the game for the PS2. New versions were released every few years but the game's mechanics were the same. Finally, the 2010 version that came out for the Wii became the first hunting game bundled with a rifle controller. But this controller was a far cry from the realistic light rifle for the Odyssey. It looked like a toy and both the Wii Remote and the Nunchuck had to be inserted into it for it to work.

While the hunting game genre was new in 1999, fishing games have been around ever since Activision published David Crane's *Fishing Derby* for the Atari VCS in 1981. However, it wasn't until 1999 when fishing games would become more realistic with the release of fishing controllers. The first was for *Get Bass*: Sega

Bass Fishing, which was released for the Japanese Dreamcast in Japan on April 1, and as a launch title for the American Dreamcast on September 9 (sans *Get Bass* in its title). Although the game could be played with a standard Dreamcast controller, Sega released a fishing rod controller that looked like an actual fishing rod, which used motion sensitivity to cast a line. The unit vibrated when a fish was caught, and included a reel winder on its side for reeling in the captured fish. On September 16 Agatec released *Bass Landing* for the PlayStation. This third-party fishing game was bundled with a fishing rod controller that looked similar to the one from Sega. Although the third console of that era, the N64, also had fishing videogames in its catalog, none of them had been bundled with a fishing rod controller. However, a



Nintendo Wii Rifle

third-party fishing controller was sold by Mad Catz. Fishing rod controllers then took a sabbatical until 2007 when *Hooked! Real Motion Fishing* was released for the Wii. But like the Wii hunting rifle controller, the fishing rod controller needed the Wii Remote/Nunchuck combination in order for it to work, if that was possible. A reviewer for IGN described the game as painful and stated that he had to put the Rod Controller aside after trying it just once.

Three more fishing rod controllers were released for the Wii in 2009. The one that was packaged with *Rapala: We Fish*, ruined the gaming experience. The next game, *Hooked!* Again, was an update to the poorly received *Hooked! Real Motion*



Hooked Real Motion Fishing

Fishing and used a fishing rod controller that supported the new Wii MotionPlus. The third game was Bass Pro Shops: The Strike, which used a fishing rod controllers that wasn't much different from its predecessors. However, an Xbox 360 version of the game was also released and came with that console's first fishing rod controller. GamePro called the Xbox 360 version "the best fishing game out there."

The release of games with fishing rod controllers continued into 2010. Kevin VanDam's Big Bass Challenge only came out for the Wii. Rapala Pro Bass Fishing had versions for all three major systems, marking the first time a fishing rod controller was available for the PS3. While the Wii version used the standard Wii Remote/Nunchuck configuration, the Xbox 360 and PS3 versions were, for the first time, wireless.

A completely different type of fishing peripheral was released for the Japanese Game Boy in 1998. The Pocket Sonar from Bandai turned the Game Boy into a device that helped fishermen find fish. Developed by Bandai and Honda Electronics, the Pocket Sonar consisted of an oversized cartridge that plugged into the Game Boy, and a sonar unit that went in the water. A wire connected the sonar unit to the cartridge. When the sonar unit sat upon the surface of the water, it could detect fish up to 30 meters deep. The data was then sent to the Game Boy, which displayed it on its screen. And for would-be fishermen who weren't near water, a fishing game was also included.

Hunting and fishing games weren't the only sports games that made use of non-conventional controllers. In 1994, a company called Sports Sciences released

TeeV Golf for the SNES and Genesis. This was a modern realization of Ralph Baer's original Golf Putter. TeeV Golf consisted of a base unit and a pseudo club that included a realistic grip and shaft. The base unit sensed a light that emitted from the golf club and was able to calculate the swing. Unfortunately the TeeV Golf couldn't work with every golf game. Specific cards for a game had to be inserted into the base unit to make it work correctly. The unit came with a card for Electronic Arts' PGA Tour Golf.

That same year Sports Sciences also released Batter Up for the SNES and Genesis. This was a baseball bat that plugged into the console's controller port. After an onscreen player pitched the ball, the real-life player would swing the Batter Up, which would then figure out whether the ball had been hit or not. If it decided that the ball had indeed been hit, it then calculated exactly what kind of hit had been made. Unlike TeeV Golf, which had to be programmed to work with selected golf games, Batter Up was compatible with any baseball game.

But the award for the console with the most sports-related peripherals has to go to the XaviX, an obscure, but revolutionary system that came out in 2004. Released two years before the Wii, the XaviX from a company called SSD pioneered the art of motion controllers. Six sports games were released for the system and all of them are memorable for the wireless controllers needed to play them. For example, the controller for the Bowling was a miniature bowling ball. The player held the controller like a real bowling ball and did everything but release it (a lanyard was also



XaviX Bowling Ball




Sports Sciences Batter Up for SNES and Genesis

connected to the ball to prevent the player from releasing the ball.

The other XaviX sport games and their controllers are:

- Baseball - a bat and ball
- Bass Fishing - a rod and reel
- Golf - 2 golf clubs (wood and putter) and a base unit
- Powerboxing - a pair of boxing gloves
- Tennis - a tennis racquet

While the Wii had a multiple of hunting rifles and fishing rod controllers that required the inclusion of the Wii Remote and Nunchuck controllers, other sports peripherals such as the ones available for the XaviX were never produced. The closest Wii owners got to peripherals were generic plastic golf clubs, tennis racquets and baseball bats that attached to the end of the Wii Remote. These did not enhance the game since the games could be played exactly the same whether these add-ons were attached to the Wii Remote or not.

The future for sports peripherals does not look good. As virtual reality technology improves, the need to produce controllers that made players feel like they were actually in the game becomes less and less likely. And who knows? Maybe one day the Tee-V Golf will sit alongside Ralph Baer's "Golf Putter" on a shelf in a backroom at the Smithsonian for a future exhibit on the lengths that designers went to make videogames somewhat realistic. 

Leonard Herman - The Game Scholar, is regarded as one of the earliest and most respected videogame historians. The first edition of his book *Phoenix: The Fall & Rise of Home Videogames*, which was published in 1994, is considered to be the first serious and comprehensive book about the history of videogames. He has written articles for *Videogaming & Computer Illustrated*, *Games Magazine*, *Electronic Gaming Monthly*, the *Official U.S. PlayStation Magazine*, *Pocket Games*, *Classic Gamer Magazine*, *Edge*, *Game Informer*, *Classic Gamer Magazine*, *Manci Games*, *Gamespot.com* and *Video Game Trader*, which he also edited. In 2003, Mr. Herman received a *Classic Gaming Expo Achievement Award* in recognition for his accomplishments in documenting game history.



From Pigskin to Pixels: Going Long for Atari Football

by Michael Thomasson

At first glance, Atari Football (1978) appeared to be a no-thrills gaming experience. The monochrome screen displayed simple field lines and a few statistics in a rudimentary sans-serif font. The single-channel rarely beeped, and when it did, it was a muffled sound of a kick or a garbled whistle. There were only seven players on each team and were represented simply as X's and O's, as if ripped from a coach's playbook. The tech of the time could not even handle two eleven player teams. However, the game stood out handsomely with its large rolling black trackballs sunken into the unique

cocktail table design, a feature unique to most arcade aficionados at the time.

ELIGIBLE RECEIVER

While renowned engineer Jerry Lichac is often recognized as having designed the first video game trackball for Atari Football, that claim to fame actually belongs to Tomohiro Nishikado who designed Soccer for Taito five years earlier in 1973. In fact, Atari Football barely beat Midway's trackball game Shuffle B Goingboard to the market. However, it is miscredited as the premier trackball game for a reason; it was Atari Football that introduced the control peripheral to the masses.

SCRAMBLE

The trackball replaced the traditional joystick, allowing gamers to control the running speed of the football players in addition to the football players' movement. The faster the ball was spun, the faster the game played, and the faster the fun came. Just like real football, this physically exhausting game also dealt out the injuries, resulting in sore palms and pinched, blistered fingers! Atari, in its fashion of bucking the trend, refers to its trackball apparatus as a Trak Ball. It seems that dropping the 'c' makes the term more efficient and hip!

The funny thing is, the marriage of the trackball with football almost didn't

happen at all! It seems Atari President Nolan Bushnell found the device cost prohibitive. It wasn't until team member Mike Albaugh threatened to quit that Bushnell changed his mind and allowed the trackballs to be used. Atari Football became a smash hit, confirming that the choice to include the trackballs was correct. During the '78 NFL football season, Atari Football was set to win the arcade Super Bowl until Space Invaders invaded the playfield and intercepted the ball.

COIN FLIP


A single quarter would garner a minute and a half of playtime, ample time to run the length of the gridiron. It also offered a one-of-a-kind buy-in stratagem termed "add-a-coin" by Atari. Each quarter added extended the length of the game an additional ninety seconds. A full game of American football could be played for ten dollars!

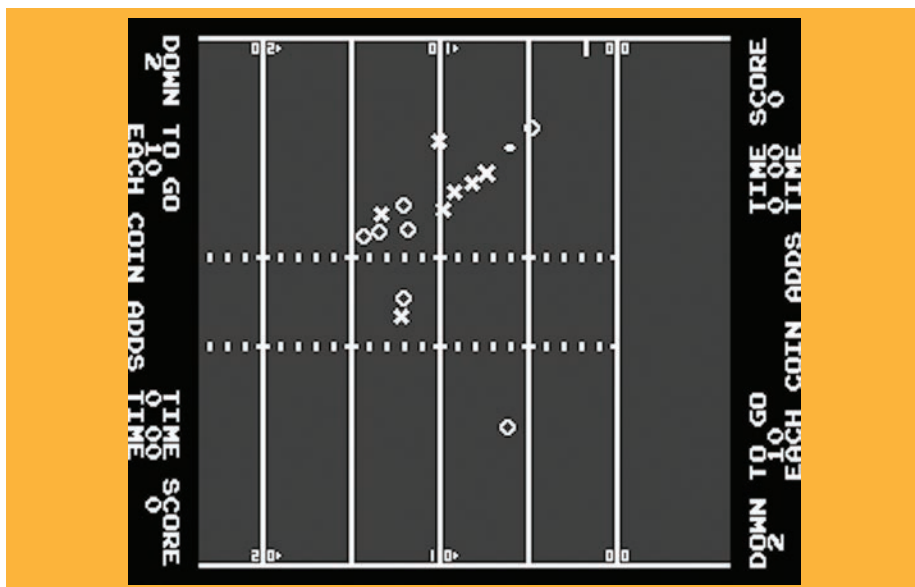
The offensive side had eight plays to choose from: four running and four passing options. The defensive player only had four plays at their disposal. Sadly, kicking plays were omitted from the game

REMATCH

For the '79 football season, Atari upped the game by publishing a four-player version of Atari Football, equipped with four trackballs. This allowed cooperative play for a two-on-two game, with players playing the positions of the quarterback and the wide receiver. The upgrade also added a line of scrimmage, and additional plays which finally allowed for the option to kick the ball for a punt or field goal. The success of Atari Football, led to Atari publishing other popular trackball sports games that same year, including Atari Soccer, Atari Baseball, and Atari Basketball, respectively.

FIRST DOWN

While Atari Football may not have been the first to introduce the trackball to the arcades, it was the first on other notable fronts. It was the first video game and the earliest non-racing title to offer a playfield that scrolled vertically beyond the borders of the screen. With the release of Atari 4 Player Football, it had the first coin-box to accept the ill-fated Susan B. Anthony dollar coin. One could even argue that it was the first realistic video game sports title, and that's a TOUCHDOWN! 



Old School Gamer Overtime Trivia

TURNOVER

Video games did not get a full field of twenty-two players for another decade after Atari dropped the ball. The same slow computers and technical limitations that prevented Atari from filling up the field also delayed Trip Hawkins' initial release of John Madden Football. When Madden previewed the proposed game by Electronic Arts in 1984, Madden balked, "I'm not putting my name on it if it's not real." Time passed and when technology finally caught up to his demands, the first version of John Madden Football was released for MS-DOS in 1998. Two years later it landed on Sega's Genesis, and it has been running laps ever since.

COMEBACK ROUTE

Atari Football makes a cameo in two Disney films. First was the 1980 comedy *Midnight Madness*, which was Michael J. Fox's film debut and also featured competitive gaming as part of the plot using the Exidy's *Star Fire*. The second film in which Atari Football made a cameo was *Tron*, in 1982. As *Tron* took place in Flynn's Arcade and featured dozens and

dozens of coin-op games, the Atari Football appearance isn't so impressive in this film.

EXTRA POINT

You can get the upper hand in the two-player version of Atari Football by rolling your quarterback past the line of scrimmage... and then going back behind it. Once over the line, the computer's defense stops covering the receivers to tackle the quarterback. This is what they should do, except a programming bug allows you to exploit this by doubling back behind the line of scrimmage and still making a long pass to your receivers who are now completely wide open! Normally, this kind of pass is illegal, but players can sidestep it to great advantage here. Atari Football made a cameo was *Tron*, in 1982. As *Tron* took place in Flynn's Arcade and featured dozens and dozens of coin-op games, the Atari Football appearance isn't so impressive in this film. .



Michael Thomasson is one of the most widely respected videogame historians in the field today. He teaches multiple college level videogame courses, and has contributed to dozens of gaming texts and television shows including MTV's Video MODS and the highly-rated book *Downright Bizarre Games*. He has written business plans, managed a multiple game-related retail stores, and consults for multiple video game and computer museums. Michael has helped publish 100s of games on Atari, Sega and other console platforms. In 2014, *The Guinness Book of World Records* declared that Thomasson had "The Largest Videogame Collection" in the world. Visit www.GoodDealGames.com.

2018-2019 OSG EVENTS CALENDAR

OLD SCHOOL GAMER IS GOING TO BE ALL OVER, THIS YEAR AND NEXT. ARE WE COMING TO YOUR TOWN?

SUMMER

JULY 14

Villa Park, IL • Video Game Summit • videogamesummit.net

JULY 21-22

Cleveland, OH • Classic Console and Arcade Gaming Show • ccagshow.com

JULY 26-29

Pittsburgh, PA • ReplayFX • replayfx.org

JULY 28-29

Austin, TX • Classic Game Fest • classicgamefest.com

JULY 28-29

Irving, TX • Lets Play Gaming Expo • letsplaygamingexpo.com

JULY 28-29

Houston, TX • RetroPalooza Houston • retropaloozahouston.com

AUGUST 3-5

Bloomington, MN • 2D Con • 2dcon.net

AUGUST 4 -

St. Louis, MO • MoGameCon • mogamecon.com

AUGUST 10-12

Phoenix, AZ • Game On • gameonexpoaz.com

AUGUST 11-12

Garden City, NY • Long Island Retro •
Expo.liretro.com



FALL & WINTER

SEPTEMBER 8-9

Hartford, CT • RetroWorldExpo • retroworldexpo.com

SEPTEMBER 14-16

Atlantic City, NJ • J1Con • j1con.com

SEPTEMBER 15-16

Secaucus, NJ • A Video Game Con • avideogamecon.com

SEPTEMBER 29-30

Arlington, TX • RetroPalooza • retropalooza.com

OCTOBER 4-6

Ottumwa, IA • Galaxies of Gaming • ottumwaoldschoolarcade.com

OCTOBER 13-14

Philadelphia/Oakes, PA • RetroCon • retrocons.com

OCTOBER 19-21

Portland, OR • Portland Retro Gaming Expo • retrogamingexpo.com
Walter Day will be joining the OSG crew at one of our favorite events!

NOVEMBER 2-4

Tulsa, OK • XPO Game Festival • XpoTulsa.com

NOVEMBER 3-4

Syracuse, NY • RetroGameCon • RetroGameCon.Com

NOVEMBER 9-11

Orlando, FL • Free Play Florida • FreePlayFlorida.Com

DECEMBER 9

Sacramento, CA • Sac Gamers Expo • SacGamersExpo.Com



2019

JANUARY 5-6

LA Fairplex, CA • Retro City Festival • retrocityfestival.com

MARCH 15-17

Banning, CA • Arcade Expo • arcadeexpo.com

MARCH 18-22

San Francisco, CA • Game Developers Conference • gdconference.com



Going For Golden Eye

SOMETIMES REALITY IS TOO CLOSE TO FICTION

By Ryan Burger

I'm a fan of the movie of King of Kong and I have the pleasure of knowing many the personalities from the movie. So when I heard about this mockumentary, I had to see it. Clocking in at just under an hour, it starts out with, and often flashes back to, 'authentic' footage from the 90s, then progresses to current day. Also, just like movies such as Ready Player One, it's loaded with retro references, in this case the 1990s, and that adds to the fun factor of this movie.

Legendary Retro Gamer Ethan (yes he has only one name) is preparing for his 20th world championship tournament for the N64 multiplayer game GoldenEye. The story also follows Ben Beagle who is the up and coming gamer who has the opportunity to challenge Ethan. This is a storyline similar in nature to King of Kong's Steve Wiebe against Billy Mitchell, complete with a tournament director dressed in a ref shirt like Walter Day.

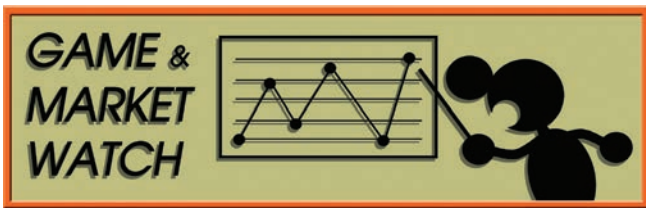
In many ways this reminds me of some of the events I've been to in the last 6 months, and also contains parody skits that are reminiscent of Saturday Night Live. Remember the episode where William Shatner comes in to a Star Trek Con and tells the attendees to 'Get A Life'? It's one of those things where parody is close enough to the truth that we all need to laugh at ourselves.

goingforgoldeneye.co.uk



ARTOVISION3D.COM

THIS IS A PARODY



Game and Market Watch

By Dan Loosen



In prior Game & Market articles, I discussed factors that increase awareness of games, and can be a large factor in driving their value up. This time, we're going to look at an entire segment of games that is generally overlooked by those factors, why they are overlooked, and the few exceptions that you as a collector might want to be aware of... **Sports games.**

When most collectors that I talk with start trying to gather a complete collection of games for a system, they tend to either start or end with the sports games. The theory seems to be they can either buy a huge chunk of the library for usually just a couple bucks apiece to help complete a decent percentage of it, or they put it off until the end because they have little interest in actually playing any of them.

Let's first look at the simple factors that cause sports games to be pretty low in price:

SPORTS GAMES ARE POPULAR

Perhaps this is obvious, but sports games in general are really popular. This means that a lot of each title is sold, and the secondary market is full of opportunities to find these games.

That isn't the only factor though, as games that sell in higher quantities often retain value better than sports games. An easy example of this is Super Mario Bros

for the original NES is more expensive to purchase than NFL or Major League Baseball for instance, even though the original Mario platformer probably sold ten times more copies than either of the other two games.

SPORTS GAMES ARE ITERATIVE

By their nature, sports games are iterative. When you go to purchase the most recent basketball game, you expect it to be a game where you play basketball - just like if you attend a sporting event, you expect that the sport will be played in almost the same way that it was when you first saw it. It would be shocking to arrive at the local baseball stadium to find the players kicking a ball, and so sports games don't change very much.

Yes, features may be added or improved upon, but unless the developers have set out to create a different style of game altogether (like a 2 on 2 basketball game for instance), by their nature, the games do not change tons.

People who don't play sports games often knock that feature of them saying that the only difference year to year is that the players names change, but even if that was the only difference (and it never is), that is a hugely important factor to those who love their local sports teams. Players change teams regularly, rookies start, and as a fan you want to play as the team you know and love.

While this is all known, it has an interesting side effect, which is that yearly the market becomes flush with the prior

year's sports games just because of the roster updates. The changes between the years are less worried about by the people who buy them, and the older games quickly drop in value until they can be had for just a few dollars usually a few years after release.

No other game has this sort of update that changes them and removes the value from the previous game so quickly. When Super Mario Bros. 2 was released, those who really enjoyed the first did not feel that the sequel made the original game obsolete. In fact, the release of a sequel may increase the attention for the original and get it to rise in value in the secondary market, something that would never happen with a sports game.

Finally, the iterative nature of sports games makes memories of them harder to have about any one particular version of the game. I've been around many kids talking about the latest sports games, and they are always referred to by their series, not by anything else. Football is "Madden", basketball is "2K". This makes it so that if in the future you want to go back and play one of the games for a system you had really enjoyed as a kid, you probably care less about what specific title it is and just what series it comes out of.

This often leads to an inflated value for the final sports game for each sport on each console, which is reinforced by that title usually being the least produced sports titles as they are often one of the final releases for the console (as the iterative nature makes developing a "new" sports game by simply swapping

player names and stats an extremely easy way to make a buck even in a low sales way) and those games retain a bit of value, but not tons.

SPORTS GAMES ARE TOUGH TO TALK ABOUT

This I believe is another important part of the lack of value to sports games - they simply aren't that easy to talk about. I don't mean the current games are difficult to talk about, those are some of the most talked about games for modern consoles, but the older ones.

Again, due to the iterative nature of the games, when we recall the fun we had with an old sports title, it's rare that we can single out which game it was. Often times, it is even difficult to recall the exact series. Was it Joe Montana Football on the Genesis or John Madden Football? Unless you kept the game, it's hard to tell.

This makes it so that when a person who is just looking to play a type of game for a system goes looking to buy one, they don't have a specific game they are looking for. John Madden Football and Joe Montana Football are equal in their minds, with little to differentiate the two games beyond a price, meaning the lowest priced game will generally be the one to win to people just looking for a game or two, which helps to keep the prices for all of the games low.

EXCEPTIONS, AND THINGS TO WATCH

With all of the above, there are of course some exceptions to the above. In general, the exceptions are because the games break a rule of the above. Here's a few examples of sports games that have retained more value, and perhaps some ways to keep your eyes open for games that may rise in value in the future.

First, is the game a single entry and not a series? If so, if it isn't terrible, it's more likely that the specific game will be remembered by future gamers and will retain a bit of a higher value because of that. It's worth noting that it may be a single entry on a console of a larger series and it still generally is better at retaining value.

Second, is the game a unique take on the sport? Games that are unique spins on the sport that they represent tend to age better than games that try to

simulate the sport that they represent. Simulations continue to get better, but a game like NBA Jam for instance is a unique gameplay style that still stands against today's games. This also works for games that only vaguely represent the sports they say they do, such as the Mutant League series on the Genesis and Brutal Sports Football on the Jaguar. If the formula worked when they came out and it hasn't been constantly refined, chances are the formula is still well remembered now.

Third, is the game for a sport that is not generally represented on a console? Games for sports like Rugby and Lacrosse are few and far between. Chances are also that they didn't sell like hotcakes when they were originally released, and the combination of rarity of game type and rarity of the game itself help to give it a floor.

Fourth, does the system have many options for the type of sport that it is? Systems that don't have large libraries and received few sports titles usually find those games worth a decent amount of money. John Madden Football for the 3DO is the only traditional football game on the console, and it was a very memorable game for the system making it worth a decent amount. Troy Aikman Football is a game that you can get for the Genesis or SNES for a couple bucks, but on the Atari Jaguar it is worth significantly more.

Fifth, is the game any good? Simply put, if a game is terrible, it greatly decreases the demand for it.

Finally, how rare is the game for the system? If a company overproduces a title and it has to be liquidated during the lifespan of the console, rarely does that game increase in value.

Found a game that fits multiple of these six categories? You are likely to have found one of the rare, sought after sports titles! Here is just a few examples:


World Series Baseball for the 32X is the only entry from this popular Sega series for the system, and the 32X does actually have another baseball game, with a total North American library size of only 36 games, the system doesn't have many options for it. Additionally, World Series Baseball was a late release for the 32X, produced in very limited quantities because they knew it would have difficulty selling. That combination makes it one of the most expensive titles to get for the rare Sega add on.

NBA Jam TE for the Atari Jaguar is the only version of the unique arcade

take on basketball that is NBA Jam to have made it to the Jaguar, and in fact the only licensed NBA game to make it to the console. It was produced in limited quantities near the end of the Jaguar's life, and it happens to be one of the best if not THE best home version of this popular series. The combination has made it one of the most expensive games for the Jaguar today.

When you think Mega Man you think... soccer? I'm not sure why this unique take on soccer starring the blue bomber was made, but the combination of popular character in his only soccer title, the uniqueness of deciding to put him in to begin with, the game being fun to play and the fact it didn't sell well when it was released because, seriously, why is Mega Man in a soccer game drives this game to be a very expensive SNES game.

In general, soccer games don't sell as well in the US as football, baseball or basketball games, which tends to keep a bit more value in the soccer games that are released. The most popular series of soccer titles on the N64 was International Superstar Soccer, and the final release in the series, International Superstar Soccer 2000, was released relatively late in the console's lifespan for a sport that isn't as well represented. The combination leaves it as one of the most expensive titles for Nintendo's 64 bit console.

This is by no means a comprehensive list of titles, but it is interesting next time you're examining your collection to see which sports titles have gained value, and which haven't! 

Dan Loosen - Midwest Gaming Classic / GOAT Store

- Dan Loosen has been running the GOAT Store, LLC with his business partner Gary Heil for 18 years. The company was formed when the pair was trying to collect video games at a time that people selling games didn't think about their collectible nature. The company has grown and changed throughout the past 18 years, now having more than 20,000 items in stock, and selling throughout the world! The GOAT Store has expanded to publish games for retro consoles and host the annual Midwest Gaming Classic trade show in Milwaukee, Wisconsin that draws more than 10,000 gamers together. Dan will bring this "behind the scenes" knowledge in his articles.

'YER OUT!

EARLY 8 BIT DOES SPORTS

By Brett Weiss



For this sports-themed issue of *Old School Gamer*, we're going back to the basics: five early and essential games for the Atari 2600 and five for the Intellivision, the two most popular systems of the pre-NES era.

These highly influential titles, which paved the way for more sophisticated offerings, sold well and are still easy to find today, so you should be able to purchase them for around a buck or two apiece—a little more for *Indy 500* since you'll need a driving controller.

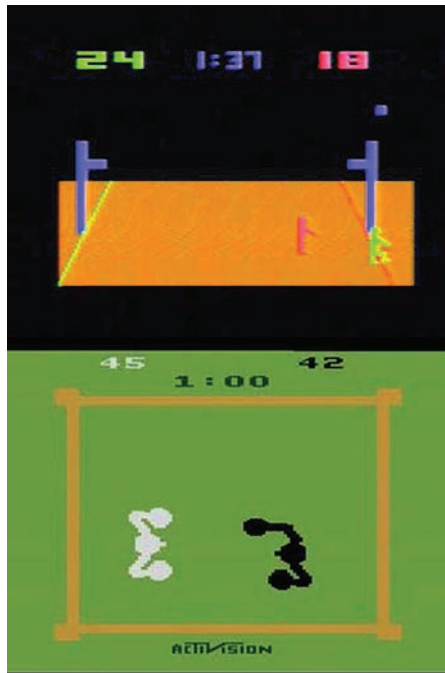
ATARI 2600

Basketball - Atari, 1978

With its forced 3D perspective and relatively convincing court, *Basketball* still makes for a nice game of classic roundball (actually, the ball is square) on the VCS. Beginning with a jump ball at center court, the game lets you challenge the computer or friend to a simple game of full-court one-on-one. Although there are no dunks, gamers can shoot, jump, steal, and rebound, and the arc and length of each shot depend on how high or low the player is holding the ball when the shot button is released. The sound effects are meager, but the game has nice graphics, good player animation, and smart computer A.I. (the opposing player gets in your face during close games). *Basketball* was designed by Alan Miller, who would go on to work for Activision.

Boxing - Activision, 1980

Viewed from an overhead perspective, this intense, thumb-numbing game features two odd-looking pugilists (one solid white, one solid black) pummeling one another with long jabs (worth one point apiece) and close power punches (worth two points apiece). A round of play is actually an entire game, and rounds are only two minutes long. Since the game is so physically taxing, this is a good thing. A clock at the top of the screen runs down the seconds, but if a player reaches 100



points, the other boxer gets knocked out and the game automatically ends. Unlike the graphically superior *Rocky Super Action Boxing* for the ColecoVision, the boxers in this game can maneuver around the entire ring.

Fishing Derby - Activision, 1980

A fun and addicting game, *Fishing Derby* is a contest to see who can be the first to catch 99 pounds of fish. The deeper the fish in the water, the more it weighs. The fishermen sit on a pair of opposing docks, facing one another, each with a fishing pole in hand. To release your fisherman's line, you move the joystick up and down, and you hook a fish by moving the joystick right or left. The fire button reels the fish in. Care should be taken, though, because a fish-gobbling shark patrols the waters. The game would benefit from more variety (different types of fish and lures, for example), but the graphics are nicely detailed, and playing with a friend is good, simple fun.

Ice Hockey - Activision, 1981

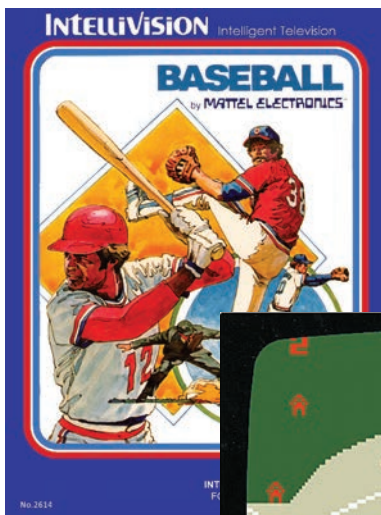
Fast paced and high scoring, this two-on-two hockey game lets players compete



against the computer or a friend, with the objective being to outscore the other player within a three-minute period. Gameplay is simple yet effective as players pass the puck back and forth and try to swat the puck into the opponent's goal. Shots can deflect off the rink, and you can pass to your goalie. The angle of the pass or shot is determined by where the puck is on the stick when it is hit. Playing the computer is a solid challenge, but battling a friend is where the true fun is, especially since gamers can get physical with their opponent with a less-than-friendly "check." Clear, colorful graphics and nice animation complement the exciting gameplay.

Indy 500 - Atari, 1977

Patterned after such classics as *Race*, *Indy 4*, and *Sprint 2*, each of which hit the arcades in 1976, *Indy 500* is one of the better of the nine Atari VCS launch titles. Viewed from overhead, the game features 14 variations comprised of four types of races: *Race Car*, *Crash n' Score*, *Tag* and *Ice Race*. Depending on mode selected, players race on an assortment of tracks, attempt to crash into a white square as many times as possible, or purposely run into or avoid the opponent's car. The game was packaged with (and requires) special paddle driving controllers, which are precise and can be rotated continuously in either direction. Characterized by sharp twists and turns, highly competitive two-player action, and simple, but effective graphics and sound effects, *Indy 500* belongs in every VCS owner's collection.



Intellivision Covers and Screen Shots courtesy of TheCoverProject.Net



INTELLIVISION

Major League Baseball - Mattel, 1980

This landmark title was a remarkable upgrade from previous baseball video games, such as the comparatively crude Home Run for the Atari 2600. Players, utilizing an actual baseball diamond (as opposed to empty space), can bunt, steal and/or walk bases, control the speed of pitches, control each fielder, hit home runs, and more. The umpire even calls audible outs. There are no fly balls, and the pitcher is good at fielding to a fault, but the game was groundbreaking at the time of release and still lots of fun. At over one million copies sold, Major League Baseball is one of the most fondly remembered games in the Intellivision library. Mattel upgraded the game in 1983 with the more obscure (and now more expensive) World Championship Baseball, which had a number of extra features, including a welcome one-player mode.

NFL Football - Mattel, 1980

The most realistic sports simulation of its era, NFL Football gives players 60 minutes of real-time gridiron goodness. Both offense and defense can select from nine different formations, making excellent use of the Intellivision keypads, and there are kicking formations to consider as well. Each team fields five players (a reasonable downgrade from the real thing), and the production values are fantastic for the time, providing gamers with a nicely marked field and a fully functional score-

board, complete with down readouts. Equal parts action and strategy, NFL Football is a must-own for Intellivision fans, despite the lack of a one-player mode.

PBA Bowling - Mattel, 1980

Like NFL Football and Major League Baseball, PBA Bowling is an excellent example of why the Intellivision is lauded for its realistic sports simulations. Players are given options for alley slickness, ball weight, and handedness, and when it's time to step up to the lane, you can press the disc to put spin on the ball. When the pins get hit, they don't simply flatten or disappear. Rather, they spin, fall, bounce around, and visibly knock over other pins. The action is nicely animated, with the blocky bowler going through all the right motions. The screen is busy, with the pins shown at the top of the screen, the scoring line in the middle, and the bowler at the bottom. This configuration would be copied (but not matched) a couple of years later in 3D Bowling for the Arcadia 2001.

PGA Golf - Mattel, 1980

Like other Intellivision sports games, PGA Golf is a huge upgrade over its Atari 2600 counterpart (Golf in this case), thanks

to a wide variety of authentic features, including some nice panoramic views of the action. Gamers can use nine different clubs (each of which hits relatively realistically) and three different swings (long, medium, and short) for use on a nine-hole course that features greens, sand traps, roughs, water, and trees. There are three modes of play: stroke, match, and best ball. Aiming and trajectory are crucial, as is the timing of swings. Hooks and slices play a role as well, especially for the inexperienced player.

Tennis - Mattel, 1980

One of the few early Intellivision sports titles without an accompanying license from a professional league, Tennis is viewed from an angled, side-view perspective. The one-on-one action has players moving around the court, serving, smashing, and lobbing the ball over the net. The court looks good, the players are nicely animated, and a shadow under the ball helps gamers judge where the ball is in relation to its surroundings. There's even a head-turning crowd that follows the back-and-forth action. Once again, there's no one-player mode, so hopefully a fellow Old School Gamer Magazine reader can join you in a match. 🎮

Brett Weiss - Brett Weiss is the author of nine books, including the Classic Home Video Games series, The 100 Greatest Console Video Games: 1977-1987, and The SNES Omnibus: The Super Nintendo and Its Games, Vol. 1 (A-M). He's had articles published in numerous magazines and newspapers, including the Fort Worth Star-Telegram, Game Informer, Classic Gamer Magazine, Video Game Trader, Video Game Collector, Filmfax, and Fangoria.

Sports in the Arcade

By Adam Pratt

You hear a lot of arguments in the video game business. Some are about how much better X console is than Y for certain reasons, others delve into the minutiae of what makes a game brilliant or garbage. In covering the arcade business for more than 10 years, there is one you hear more frequently than others – that arcades are “dead”. Such arguments tend to be presented by a layperson with little knowledge about the industry, it’s latest releases and business models.

The oddest angle I’ve heard used to “prove” this point came from a video called “The Death Of the Arcade”, produced in 2007 for a group called Play Value. It featured a line-up of self-proclaimed game historians & ‘experts’, enjoying decent production value for the time, enough to probably have been included on a TV show. The big problem was that none of them had any first-hand knowledge of the arcade apart from having visited one before. The most damning and bizarre line uttered in this silly video by one of the ‘experts’ was: “I mean, how do you play a sports game in the arcade? It’s like impossible.”

They say there are no dumb questions, but in this case, I beg to differ. Let’s answer it with this article taking a look at some arcade sports games! Granted, we cannot mention every single one that has ever been released, as there are hundreds to consider throughout arcade gaming history, covering everything from major sports to lesser celebrated ones like cricket – odd for something so “impossible” to do.

We’ll do this by sport, starting with tennis for the obvious reason that every gamer should know about, a little game you might have heard of called PONG by Atari. It wasn’t the first video game in existence but it was the first time

that most of the general public would experience the concept of being able to interact with your TV. Prior to PONG, the crew at Atari had learned that you needed something intuitive and familiar if it was going to enjoy any kind of success. Computer Space might have been something most people had never seen before but it was weird and too complicated to be fun.

PONG on the other hand was virtual tennis. People knew the sport and using the simple knob controller, it was easy to play and worth playing over again. This concept was further enhanced with Quadrapong, the first 4-player arcade game. These titles embodied the concept of “Easy to learn, difficult to master”, and might I add, fun to play. The concept was so sound that the initial video creations of many of Atari’s primary competitors would be straight-up clones of their design: Taito (Elepong), Sega (Pong-Tron), Midway (Winner II) and so on.

One could not survive off of PONG alone, however, so game developers of the time used the primitive hardware to create a number of sports-themed Pong variations. These generally just changed the physics of the ball and would use exciting names such as ‘Hockey’, ‘Soccer’, ‘Volley’ and ‘TV Basketball’.

As tech advanced and culture became more geared towards space, the sport of tennis itself started to fade away in arcades. A couple of blips would appear in 1983, with Data East’s Pro Tennis and Nintendo’s Tennis/Vs. Tennis. Both games were similar in that they finally presented tennis in a realistic way – with animated, multi-color characters, a court from an isometric view, a net in the center and professional style scoring. These would set the stage for tennis video games of the future although most of the efforts in this genre would wallow in obscurity even when created by companies with big names. For the definitive game to this sport, Sega holds that crown with their Virtua Tennis series, which brought it into 3D. They have released four different titles under this IP, the first in ‘99, the most recent in 2011.

Next let’s move on to basketball. The first attempts at this sport came in the form of Pong variations but one of the first notable attempts at it was done by the forgotten PMC Electronics. They released One On One in 1974, notable for being the first game to use a ball-top joystick for “ball control action”. Atari would be the company to set the standard for games based on this ball dribbling action with Atari Basketball in ‘79. It was a B&W game but did use animated characters, a view of the court from the side, realistic scoring, a crowd that cheers on each point and was controlled using Atari’s signature Trak-Ball controllers.

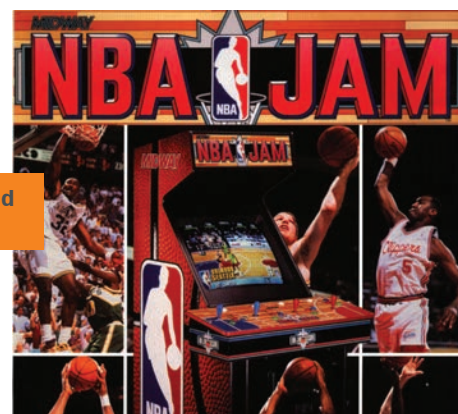
Similar to tennis, there wasn’t a deluge of basketball titles to flood the market in the 80s but there were a few bright spots at the time – Konami’s Double Dribble (1986) increased the realism not just in graphics but also with integrating more elements from the professional game such as fouls, animated crowds, cut-scenes, and more. Midway had Arch-Rivals a few years later which brought a little bit more of a ‘street ball’ feel to it.

Midway would make the standard bearer for shooting virtual hoops, the fully licensed NBA Jam (’93). This borrowed a page from the obscure Rim Rockin’ Basketball (Strata, ’91) which was the first basketball game to feature four players but NBA Jam went well beyond that in using real players & teams, slightly exaggerated graphics, fun & memorable commentary, awesome dunks and plenty of secrets to uncover. While the game enjoyed sequels, including in 3D, nothing quite lived up to the original. These days, basketball maintains a strong presence at most locations but not through video games but through real electro-mechanical machines that sometimes use tricks like moving hoops.

America’s favorite past time might not enjoy the popularity that it used to, but back in the 70s and the 80s, it was a whole different ball game. With the advent of the processing power offered by CPUs around ’75/’76, developers could begin creating more detailed graphics, such as animated stick figures. Both Atari and Midway would create a baseball game in America’s bi-centennial year, Flyball and Tornado Baseball respectively. They were crude by modern standards, but they got the job done for the time.



Atari’s Barrel Pong, 1973



Midway’s NBA Jam, 1993 and Atari’s Relief Pitcher, 1992



as ancient warriors (complete with weapons & trolls) and the modern and straightforward High Impact Football. The latter was worked on by various 'big names' in gaming history: Eugene Jarvis, Ed Boon, George Petro and others.


The biggest and most successful entry for this genre would be Midway's NFL Blitz ('97). This brought pigskin into 3D, with fully textured graphics, exciting and fun commentary, licensed teams and plenty of special codes to enjoy. It was essentially a sequel to

High Impact, not focusing as much on realistic Pro rules but on fast arcade fun. Blitz enjoyed a few sequels, adding features such as allowing users to bring in their save cards from the Nintendo 64, updated rosters, codes and more. While GlobalVR would release the Madden series to arcades in the 00's, it and no other football game would quite live up to the legacy of Blitz.

For the last sport we'll focus on for this article, let's cover golf as it is still influential today. Atari was almost the first to bring such a game to life with Mini Golf in '78, but the game was canned, allowing Data East to take the crown with Pro Golf & Tournament Pro Golf in 1981. These recreated the sport in every aspect from playing through 18 holes with different obstacles, realistic scoring, a selection of clubs, putting, and colorful graphics. Most other golfing games would follow a similar pattern in that they would follow conventional golf rules as opposed to changing it up or going the fantasy route. Most changes would occur graphically, with improvements in physics and graphics. Many of these titles also came to us from Japan: Data East would create a few more with games like Competition Golf ('85) & Birdie Try ('88); Sega with Dynamic Country Club ('91) or Super Masters Golf ('94) and others; Konami had their take on the sport with Golfing Greats ('91 & '94) although the most interesting take was MoCap Golf, a game that was a part of Konami's pioneering efforts to create motion capture controllers years before such a thing was commonplace among home consoles.

Those names aside, no one really thinks about them when talking video arcade golf because one has dominated the market from 1990 until today: Incredible Technologies' Golden Tee Golf. At first it didn't do much to stand out from all of the others but once Golden Tee 3D Golf came along in '95, the game managed to find its niche and become a legend. This version established the essential elements that subsequent releases would build upon, using digitized characters and receiving advice from pro golfers such as Pete Jacobsen. Afterwards, the developers took a "if it ain't broke, don't fix it" approach to the series, fine-tuning the gameplay, adding new courses and so on. In the 00s, it broke ground by being one of the first games to use online functions for tournaments, a card system with player stats and eventually the ability to upload footage to YouTube and more. This one still enjoys annual releases today.

There are many other athletic events we could cover: hockey, wrestling, dancing, pool, soccer, volleyball, the Olympics but our space is limited. I'd be remiss if I didn't at least mention Konami's Track & Field though...a multi-sport game that enjoyed some lesser known sequels but was such a blast to play. I used to own the odd trackball version of it, but the one to play was the button version where you could use a pencil to pull off a rapid alternating button press trick.

All-in-all, I think that we've proven beyond a shadow of a doubt that the very notion of successful arcade sports games being "impossible" is ludicrous. 

Adam Pratt - Owner and operator of the Arcade Heroes news blog and of the Game Grid Arcade (West Valley City, UT) that opened in 2008. He began collecting arcades in 2000 and has done everything in the business; from game sales to writing game reviews, marketing, QA testing, and consultancy, to name a few. He released his first book, The Arcade Experience, in 2013. Adam lives in the Greater Salt Lake City area with his wife and three kids.

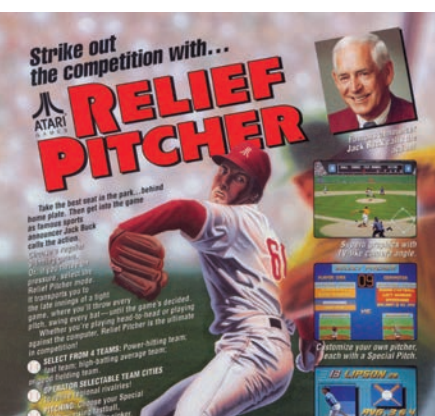
Later on, in the 80s, when Japanese developers would flex their muscle, Namco, Sega, Taito and Konami would give their own takes on the sport with powerful hardware to back it up; Namco & Sega in particular would make several outings in the genre to compete with each other, at times creating unique joysticks that mimicked a baseball bat. That said, many of those games would stick to Japan; in the US, names like R.B.I. Baseball, Champion Baseball, Baseball Stars or Relief Pitcher are sure to elicit some nostalgia in many gamers. In recent times, the development of baseball arcade games are rare, usually limited to Japan or are made a part of large interactive sports attractions such as Mixed Reality batting cages (hit a ball at the screen and see how far the virtual one goes).

The advent of the CPU also gave a nice boost to another major sport - football (American football for any friends reading this outside of the US). The first title to make this happen was Atari's Football, but this edition of the magazine has an entire article dedicated to it, so we'll let that speak for itself. While Atari would innovate by being the first to translate the sport to arcades, after this, the only other football title that would carry the Atari logo came years later with Cyberball, a futuristic take on robots playing the game with an exploding ball.

After Atari opened the door, some Japanese companies tried their hand in this arena. Field Goal ('79) was a weird entry from Taito that tried to be Breakout with football helmets; developers took a break from the sport entirely until Irem released 10-Yard Fight in '83. This was quite the jump from Atari Football, given that it featured more realistic multi-colored figures instead of X's & O's. With this the stage was set for more expansive titles like Tecmo Bowl and it's 4-player, dual monitor cabinet and gameplay allowing you to shake off potential tacklers. A few other attempts from SNK, Konami and Namco were also developed but nothing really stood out in a way for us to focus on.

With it being a very American sport, one would have to look to US-based teams to fill the need. Leland wasn't known much beyond their racing game Ironman Ivan Stewart's Super Off Road, but they were also the first company to license a professional football star to headline a game, known as John Elway's Quarterback ('88). This 4-player game garnered a bit of attention with such an endorsement; it also featured a spring-loaded joystick for aiming the direction of a pass. A year later, Leland followed this up with an Elway-less sequel called All American Football, which upped the ante on realistic features and included Pro & College teams but no league licensing.

Midway was the company that would really give us the most football action out of all major developers on the market. Their first salvo came using a strange variation of laserdisc technology that used a needle on the disc for providing the full-motion video needed in NFL Football ('83). That wouldn't last for obvious technical reasons so they moved on to something more traditional with Street Football ('86), which would use trackballs for control, but onscreen, put the game into the streets where players would have to avoid cars and other hazards. Then in 1990 they released a couple of games with fun results: Pigskin 621AD which let you play a simplified version of the game





G.O.A.T.s OF THE 21ST CENTURY

PART 2

By Walter Day

March's issue of the 20th Century G.O.A.T.s and May's G.O.A.T.s of the 21st Century covered a lot of ground, but by no means are we done yet!

Andrew Barrow With 157 registered high scores on the Twin Galaxies Scoreboard, Andrew holds 75 world records, mostly in the home console realm. However, he distinguished himself recently by coming from his native Australia to win history's first-ever Galaga World Championships in Santa Fe, New Mexico

Kelly Kobashigawa captured ninth place in the Twin Galaxies 3rd Coronation Day Championships, held at the Captain Video Arcade in West Los Angeles, January 12-13, 1985. From Los Angeles, he was hand-picked to compete in the contest and was one of the greatest gamers in America. His main claim to fame was his unmatched skill on Konami's Track N Field arcade game. His score of 95,040 points stood as the world record for more than 24 years. He also was a top arcade player on Hypersports, Mad Crasher, and Return of the Jedi.

Yasuhiro Oda was one of the most respected gamers of the early 1980s. A student at the University of Michigan, in Ann Arbor, he competed in contests at many local arcades -- among them the famous Mickey Ratt's Arcade -- and dominated the Twin Galaxies scoreboard on many titles. His arcade score of 2,228,650 points on MegaZone still stands today after 35 years, as does his 770,866-point tally on Space Ace. Plus, he was a former world record holder on Blue Print and Bubbles.

James Schneider, of San Diego, was the first player to almost turn Centipede and Millipede into a marathon. His Centipede score of 4,444,444 points and Millipede score of 6,995,962 -- both world records in 1982 -- could have both been much higher but he didn't have any competition at that time which would have inspired him to keep on going. So, he purposefully ended his games.

James Vollandt was one of the 10 players

who competed in the Twin Galaxies Iron Man Championship, held in July, 1985, in Victoria, BC, Canada. He won the contest with a score of 107,216,700 points achieved on arcade Joust and was able to keep his game going on one quarter for 67-1/2 hours. His Joust score stood as the marathon world record on Joust until John McAllister eclipsed his score in 2018. Jim Vollandt's score of 930,100 points on arcade Black Widow is still a world record today.

Scotty Williams was a the top-ranked high-score champion from the North Carolina arena. In 1982, he worked as a temporary TG volunteer referee to verify scores in the North Carolina area, but was most famous for his marathon scores on games like Defender. His score of 3,110,100 points on Vanguard still holds the top spot today with Twin Galaxies.

Joe Janiec captured sixth place in the Twin Galaxies 3rd Coronation Day Championships, held at the Captain Video Arcade in West Los Angeles, January 12-13, 1985. This event was covered by ABC-TV's "Entertainment Tonight." From Anchorage, AK, he was hand-picked to compete in the contest and was one of the greatest gamers in Alaska. He represented Space Station Arcade in Anchorage and appeared on ABC-TV's "That's Incredible" in 1983 when Twin Galaxies joined forces with That's Incredible to create a video game championship.

Jon Dworkin, of New York, was a major competitor from NYC that competed for many years in the Funspot arena in New Hampshire. He was a top player on Food Right, Super Galaxians, Dragon Spirit, Arkanoid Returns, and Rolling Thunder.

Mark Bersabe was a highly-acclaimed member of the Northern California Video Game Team that Twin Galaxies helped to organize. A former world record holder on Bubbles and Mappy, Bersabe was also a top contender on Space Duel, Millipede and Sinistar..

Marc Cohen With 1,926 high scores registered with the Twin Galaxies Scoreboard, Marc Cohen holds 976 world records on

many home game systems, not to mention high placement in the standings for arcade Super Breakout and Arkanoid.


Benjamin M. Falls With 35 registered high scores on the Twin Galaxies Scoreboard, Ben holds three world records, including a world mark of 3,023,060 points on arcade Popeye.

Greg Laue From Iowa, Greg holds 35 registered high scores with Twin Galaxies, with four of them being world records. Of special note is his marathon world record score of 46,276,700 points on arcade Kicker.

Chris Mansfield With 21 high scores registered with the Twin Galaxies scoreboard, Chris holds two world records, including 244,850 points on Arabian and 999,900 points on Wild Western.

Nik Meeks With 450 registered scores on the Twin Galaxies Scoreboard, Nik Meeks holds 84 world records, including world marks on multiple California Speed tracks and lots of noteworthy scores on home game systems.

Tom Votava With 234 registered high scores on the Twin Galaxies Scoreboard, Tom holds 103 world records, including a top score of 1,414,600 points on arcade Moon Patrol.

Jason Wilson With 73 ranked high scores on the Twin Galaxies Scoreboard, Jason holds six arcade world records, including world marks on Teenage Mutant Ninja Turtles, Super Street Fighter II Turbo, Strider, and Ninja Gaiden. 

Walter Day - As the founder of Twin Galaxies, the oldest video game scorekeeping and adjudication service in history, Walter Day is known as the creator of e-sports and has often been called The Patron Saint of Video Games. His remarkable efforts to find, verify and catalog video game world records has led to a decades-long partnership with The Guinness Book of World Records.



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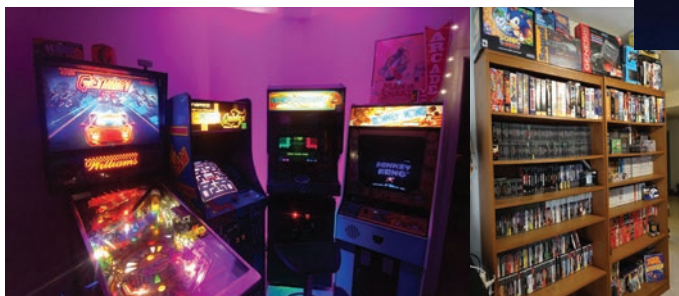
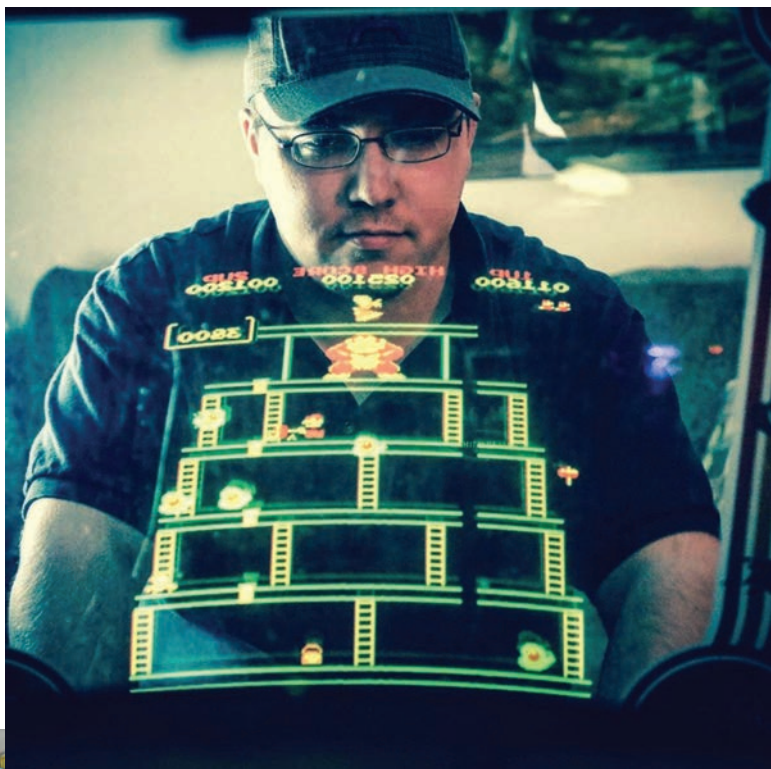
Josh Neels

COLLECTOR STORIES

by Josh Yawn

It was the fall of 2014. I had just purchased my first arcade machine on a whim. I had no idea what I was doing. I always wanted to own one (that one became forty) and was excited to get working on getting it running.

I asked around in the mid-sized Texas city I'm from if anyone knew someone who worked on arcade machines that I could pick the brain of. A local video game shop owner turned me on to a fellow by the name of Josh Neels. We hit it off instantly. I learned from Josh, I went on countless warehouse raids and barn picks with Josh, and Josh became one of my best friends. The two Joshes went on many adventures until life brought him back to his home state of Illinois. Today, Josh is a mainstay name



in the arcade collector community and is one of the smartest problem solvers I've ever met in my life. Far greater than his skills are his qualities in helping and teaching others learn what he knows. It's an absolute pleasure and honor to be able to interview him as the first subject of this series.

JY: For the record, tell everyone who you are, where you're from and how long you've been collecting.

JN: My name is Josh Neels, from Orangeville, IL. I have been collecting video games for about 15-16 years and arcade and pinball games for 5 years.

JY: What got you into collecting video games?

JN: Well, I already had owned my all of my games from my childhood, but there were a lot of video games I was unable to obtain when I was still a kid so I decided to start buying the games I never had a chance to play. The addiction with buying and collecting games only grew from there.

JY: Let's talk about your collection, tell us what it consists of.

JN: My collection primarily consists of games for consoles from the NES to current day consoles. I own games for NES, SNES, N64, Gamecube, Wii, Wii U, Sega Master System, Sega Genesis,

Sega CD, Sega Game Gear, Sega Saturn, Sega Dreamcast, PS1, PS2, PS3, PS4, Big Box PC games, as well as arcade games. Overall I have a little over 1,200 games for consoles & PC. To accommodate those games, I also own 17 arcade machines, 2 pinball machines, and an awesome coin operated dart board.

JY: Moving to the arcade scene for a bit. How did you get into that?

JN: I had always wanted a Neo Geo MVS for the Rally game Neo Drift Out, it was a childhood favorite of mine. I just so happen to be surfing Craigslist and ran across one for \$125 OBO non-working. I had never seen inside of an arcade game, let alone know how to repair it or how they even worked. After fully restoring it, it made me want to buy any and all arcade games I could find in my budget price to fix and add to my collection!

JY: You run a really successful arcade group for collectors that has really become a mainstay for people to gather and interact, appropriately called Arcade Collectors World-Wide. Can you tell me about that and what inspired you create that?

JN: The inspiration came from when I was restoring my Neo Geo. There was really no collector/repair groups for arcade games other than KLOV/IAM's forum for collectors, but I figured there would be a large amount of people on Facebook that were also collecting or repairing games that would like the convenience of not having to leave their social media account to talk about their knowledge, love and dedication for their hobby/business.

JY: You've become kind of a fixture in the arcade world for creating this community that thousands use to network with other collectors. What kind of good fortune has that brought you?

Continued on p.48

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Convention Update: April, May June 2018

MIDWEST GAMING CLASSIC, VINTAGE COMPUTER FESTIVAL EAST, CORGS EXPO, SOUTHERN FRIED, AND E3

by Old School Gamer

Starting out this season of expos we go from Milwaukee to New Jersey to Ohio and end up in Los Angeles for the mega E3 expo!

MIDWEST GAMING CLASSIC • MILWAUKEE, WI BY RYAN BURGER

The Midwest Gaming Classic is the first video game expo I have ever attended. It started in 2001 and I've been attending since about 2012. For 2018, it moved to the Wisconsin Center, where it grew to over 100,000 square feet, and by my estimations, approximately 10,000 attendees. While the snow that hit Milwaukee on the second day of the show did hamper things for some attendees and the exhibitors (having to pack up/load up in the snow storm and then drive home like we did), it was an amazing event.

The partnership of Dan Loosen and Gary Heil that produce the event, along with the entire crew, exhibitors, sponsors and everyone else involved should be applauded for their work in making this event absolutely amazing. What makes this event so amazing is the family that puts it together.

This show was sort of like home turf for Old School Gamer, since we had all 4 of our advisory board members in attendance (Walter Day, Billy Mitchell, Dan Loosen and Doc Mack), a good handful of our writers, and Paige, Marc and Aaron from the Burger family that owns Old School Gamer. Old School Gamer set up two of its 20 foot video screens with games on them, a couple Retro-Bit gaming stations and other exciting exhibits in the arcade area. Plus, in the vendor hall, we were able to give out lots of sample magazines and talk to gamers. We were also

able provide Meet & Greet opportunities with King Of Kong and King of Arcades stars Billy Mitchell, Walter Day and Ritchie Knucklez.

MGC is a two and a half day show that starts out with activities for its V.I.G. (Very Important Gamer) pass holders with private arcade and gaming time, while setup for everything else is happening on Friday evening. On Saturday morning is when it gets going, with massive crowds bursting at the entrances. At 10am, it's time to game, shop, network and learn until the early evening.

Saturday night, additional events were held offsite and onsite to keep the game playing going. One floor down from the main floor there was additional events sponsored by groups and midwestern arcades like Doc Mack's Galloping Ghost Arcade. These areas added to the content and excitement of the show, and by my estimations, less than a third of the people even gave those events any attention. This was possibly because they were so busy with things on the third floor. Or maybe they just never made their way downstairs.

Sunday was just a continuation of everything on Saturday, with some repetitive events. The day also served as 'Family Day', where a discount deal was available for those that felt they only needed one day to soak it all in. Readers of Old School Gamer would probably want to plan on traveling in for the whole spread, and if you are planning on attending this year, I would recommend you come in mid-Friday and leave Sunday evening. There are several hotels within close proximity of the convention center and near the convenient skywalk system that will cost



Raiden playing Mortal Kombat on the SPUD foldable screen (arovia.com) with the Super Retro Trio+ (retro-bit.com), Mutant Football League's Michael and Tim (mutantfootball-league.com), and Billy Mitchell and Walter Day talking with attendees.

you around \$120 per night by the time you pay for the room, taxes, etc.

Dates are yet to be announced for next year but get on their mailing list at their site and stay tuned to Old School Gamer for news! Here are several hotels within the close and convenient skywalk system that will cost you around \$120 a night by the time you pay for the room, taxes and etc.

Dates are yet to be announced for next year but get on their mailing list at their site and stay tuned to Old School Gamer for news!

midwestgamingclassic.com

VINTAGE COMPUTER FESTIVAL EAST XIII WALL, NJ • BY BILL LANGE

Vintage Computer Festival East XIII, presented by the Vintage Computer Federation, took place May 18th through May 20th at the InfoAge Science Center in Wall, New Jersey.

Midwest Gaming Classic - Dan Loosen and OSG Staffer Aaron, New Arcade Game Cosmotrons, Atari Pong Coffee Table - tablepongproject.com and Eugene Jarvis and OSG Staffer Brad!





While not necessarily a retro gaming event, what better way to show off the graphics, sound and compute capabilities of vintage hardware than old school computer games.

Walking around the exhibit halls, one could find the original Castle Wolfenstein designed by Silas Warner and published by Muse Software in 1981 running on an Apple II, Getaway! designed by Mark Reid and published by the Atari Program Exchange in 1982 running on an Atari 600XL, Ultima V: Warriors of Destiny designed by Richard Garriott and published by Origin Systems in 1988 running on a Commodore 128. Also seen running on various hardware platforms were many other classic games.

Interestingly, Donkey Kong could be found running on a TRS-80 emulator running on an Atari ST computer in an "Atari ST Being Other Things" exhibit by Peter Fletcher which won the contest for Weirdest Exhibit. This single color, highly pixelated version of Donkey Kong ran surprisingly fast under emulation. Also exhibited at the event was the recently released THEC64 MINI, a 50% scale replica Commodore 64 emulator with 64 (of course) pre-installed games. For more information on THEC64 MINI, see <https://thec64.com>.

For some really classic games, Thomas Cherryhomes was exhibiting his newly resurrected PLATO (Programmed Logic for Automatic Teaching Operations) system. This multi-user online



Vintage Computer Festival pictures courtesy of Jason Scott

system which was originally in existence from the early 1960s until the mid 2000s inspired many later commercial, Internet and multiuser games such as the aforementioned Castle Wolfenstein and its offspring. For more about this system, see <https://www.irata.online>.

To find out more about the Vintage Computer Federation and the Vintage Computer Festival series of events around the United States and increasingly around the world, see below.

vcfed.org

CORGS EXPO • COLUMBUS, OH BY BRETT WEISS

When CORGS-Con organizer Gary Carnuche invited me to the show to be a guest author, I was hesitant, as Columbus, Ohio is a long way to travel from my home in Fort Worth, Texas for a one-day event. However, Gary rolled out the red carpet - he was super friendly, and fellow Old School Gamer contributor Michael Thomasson said it was an excellent show for authors. So I went, and I'm

very glad I did.

I sold tons of books at the CORGS, and I even sold out of several titles. The attendees were enthusiastic, fun to talk to, and excited to get their books autographed. My friends John "Gamester81" Lester, a popular YouTuber, and Richie Knucklez, star of the documentary The King of the Arcades, were also guests, and it was great catching up with them.

My son Ryan was with me at the show, and several times during the day I had him watch our booth while I browsed the medium-sized vendor's room. The variety of items for sale was impressive—everything from boxed Sega Genesis games to common Atari 2600 carts for a buck apiece to repros for the Game Boy Advance. I picked up a copy of Sydney Hunter & The Caverns of Death for the Super Nintendo, a new game from CollectorVision.

Gary has already invited me out to CORGS next year, and unless something unexpected happens—such as being abducted by alien invaders—I'll take him up on his offer. I had a blast.

corgs-con.webs.com

SOUTHERN FRIED GAMING EXPO - ATLANTA, GA BY BILL LANGE

The 5th Annual Southern-Fried Gaming Expo (SFGE) took place June 8th through June 10th, 2018 at the Marriott Renaissance Waverly Hotel and Convention Center in Atlanta, Georgia and Old School Gamer was there signing up subscribers, handing out magazines, and enjoying the show.

This excellent three day convention is focused exclusively on gaming. The event had hundreds of arcade video games, pinball machines, and console systems setup on free play. Since my last visit to SFGE in 2015, the event has moved to a larger venue and the amount of floor space has grown significantly, due, in large part, to the increase in vendors and the extensive contingent of avid tabletop board gamers in attendance. Various tabletop board games and card games were being played, new games were being demoed, and there were plenty of gamers looking for additional players to join in the fun. There also was an abundance of vendors selling a myriad of products from vintage gaming to pinball parts to custom arcade cabinets to board games to gaming-related arts and crafts.

Many people stopped by the OSG booth and we handed out dozens of free, printed copies of the magazine. Ed Kelly of Edladdin

Controllers (https://www.edladdin.com) stopped by as did Dennis Debro, developer of Pac-Man 4K for the Atari 2600, both long time online friends. It was great to finally meet them in person!

While taking turns covering the OSG booth, I got a chance to play many classic arcade video games and pinball machines as well as many newer pins such as Stern's Batman 66 and Spooky Pinball's Total Nuclear Annihilation. I also played some Pick Axe Pete on the Odyssey 2. But I think my favorite game of the weekend was Ninja Baseball Bat Man. What a crazy game! I also had a chance to check out the Indie Corner where local indie video game developers were showing off their talents and creations.

I attended several fascinating panel sessions, including "Arcade Evangelists" where John Jacobsen and Iomoto Arcade discussed their experiences in the gaming community and "Podcasting After Dark" where various podcasters talked about their exploits in creating gaming related content for their podcasts. And of course, the drama-filled, standing room only session "Road to Redemption" where a defiant Billy Mitchell pontificated about current controversies in the competitive gaming world. There were so many great panel sessions, that I didn't have time to attend all the ones that I wanted to hear. SFGE returns in 2019, the weekend of July 12-14, at the same venue.

southernfriedgameromexpo.com

E3 - LOS ANGELES, CA BY RYAN BURGER WITH AARON AND MARC ON THE CURRENT GENERATION REPORT

Old School Gamer started with ArcadeLup, who, months ago announced their 2/3rds scale arcade cabinets for home use. We were able to see them in person, plus get a teaser of their future offerings. These arcade games come 'Ikea style', with some assembly required, but only about 45 minutes worth. You are basically building the cabinets and attaching one set of wires from the control panel to the monitor and the brains of the

unit. Arcadelup.com

Let's do some shrinking of the arcade cabinets even more at two different exhibitors at E3. First were Replicade's Shiloh, Peter and staff, who were showing their Centipede and Tempest, as well as an early development version of Street Fighter games. Seeing these 12" tall authentic replica games was very cool and they play great. After personally helping to kickstart them last year, this was the first time I could see their creation. These units will retail for over \$150 and will be an awesome addition to the collector market. Their work on the trackball control for Centipede, that backers had been hearing about, is spot on! Replicade.com.

MyArcade was able to visit at CES and did a review of a couple of their micro sized units in a past issue of OSG. They have been very busy licensing games and new formats. They recently released Data East favorites BurgerTime, Bad Dudes and Karate Champ, but now they have Pac-Man, Galaga, Dig Dug, Heavy Barrel and others. These micro players that they are continuing to add more to the lineup are 6.75" tall with 2.75" screens. The new mini players they are building are 10" tall with 4.25" screens and 30 plus games each. Reviews coming soon as soon as we can get our hands on them for these as well as the Pocket Player Pac-Man they also debuted.





MyArcade.com

Back in May, SNK announced their new Neo Geo Mini arcade. This unit is smaller than either of the previously mentioned mini units at 6.4 inches tall but has more punch than any of them. Forty games packed in with an HDMI output and support for an external gamepad, these are going to be very cool when they hit in late summer/early fall. Of course, since the Neo Geo was known for its fighting games such as King of Fighters, over half of the games are exactly that, but it does have other notables included, such as the Metal Slug series. Snk-Corp.co.jp

Now from arcade games and their mini equivalents to consoles, our friends at Hyperkin were showing the final version of the Retron 77 (HDMI based console that plays Atari 2600 cartridges) that will be hitting the market around the time you are reading this. OSG pre ordered it and will have a review in the September issue. Also shown at E3 was their UltraBoy, a modernized Nintendo Gameboy, with USB type-c charging port, with a nice sized battery, backlit modern screen, RCA audio outs, and a fantastic finish and build. Hyperkin.com

The product that should generate the most excitement among retro gamers and the general public alike is Playmaji's Polymega console. Polymega is a modern retro unit

that wants to play with everybody! The system sells as a base unit for \$249 that then takes on additional \$59+ modules to allow you to load other cartridge formats such as the planned NES, SNES, Genesis, TurboGrafx Hucards and more as the retro gaming community backs their system. The base unit itself will play Playstation 1, Sega CD, TurboGrafx cd and NeoGeo. OSG will hopefully have an early unit to review and preview for you. If you attend the Portland Retro Gaming Expo this fall you will also get to see them there and play it for yourself. Polymega.com

Housed within the National Video Game Museum (nvmusa.org) booth on the E3 floor was some great handheld games from their collection, a couple dozen arcade machines, and our friends at Intellivision Entertainment. The Tommy Tallarico-driven new generation of Intellivision has gathered former Blue Sky Ranger William Fisher and others, and have some great ideas about bringing a family friendly console to the marketplace. Look for more on this in an upcoming issue of OSG with a big announcement from them hopefully next year. IntellivisionEntertainment.com

--Other exhibits we checked out included Yobo (yobogroup.com), with their gaming accessories, with a focus on serving the Nintendo Switch users and a couple retro units. Next, we went to YesOjo (yesojo.com) with Switch accessories and their replacements for the Switch base-stations, with either a 600 or 1200 lumen projector enclosed. A private demo of the handheld pc computer SmachZ (SmachZ.com) gave us great ideas of playing modern pc games, DOS boxing Maniac Mansion and X-Wing from my early PC gaming days. And our last retro brand, 8bitdo (8bitdo.com) with cool new Bluetooth controllers for consoles.

While I was enjoying the geekiness of retro products on all corners of the E3 floor, Aaron and Marc were checking out new games for the current generation of consoles. Some of their favorites on the E3 floor included the new Spider-Man, Assassin's Creed Odyssey and Super Smash Bros. Ultimate. A clear standout in the Indycade portion of the floor was Creed: Rise to Glory, which had hundreds virtually boxing on the E3 floor!

The two modern titles I was able to check out were both for the Nintendo Switch. The first one was Atari's Roller Coaster Tycoon that

is due out later this year. It looked fantastic - I got some gaming in and I look forward to playing its several modes of play. Most notably, included is a mode where I can play without a budget, with the goal of recreating Adventureland in Iowa where I worked during some of my college summers. Tempest 4000, also being released by Atari, is a fantastic game to play, and had a great retro and modern feel to it thanks to Jay Minter and the Llamasoft crew. Other Atari titles shown were the latest incarnation of the Atari Flashback Classics 3 on the PS4 and Xbox One as well as a Switch version of this series. Atari.com

The second game I was able to play was a Michael Mendheim creation that we covered in the Mutant Football League article earlier in this issue. While I hadn't played the Playstation or Xbox release from earlier this year, I got to play on the Switch release against fellow OSG staff member, and son, Aaron. This release, and others, have me making plans to buy a Nintendo Switch by the end of the year, or probably just in time to become a Mutant Football Player at its release date this fall. MutantFootballLeague.com

For a first E3 for Old School Gamer, we had a blast and was great for our retro publication. We have already made reservations at our hotel for our return next year!

e3expo.com



Take Care Of Those Consoles!

BY OLD SCHOOL GAMER

Dust is the absolutely worst thing I know of that in regular usage of video game consoles. And can do the most damage to your retro consoles. Dust covers have been around for a long time ever since there were consoles, but I've found better. These covers are through Seb Custom Creation, an etsy store from France. This shop owner who must be a retro gamer makes covers that are form fitted for your retro consoles and is very willing to work to make sure you are satisfied!

While he currently only has a handful of consoles listed as available, he's willing to work with you and make them for any console you wish. For example with me he was willing to make up an Atari 7800 cover once I provided the specs.

He sent example products for me for my Sega Genesis, Sony Playstation and the Atari 2600. Checking out his site I see he has TurboGrafx, SNES, NES and more available currently available. At a cost of around \$20 per console you can put that protection into place that these consoles deserve. Because of the product coming from France I would recommend getting at least 4-5 console covers at one time to save on the shipping cost. So drop \$100 now and get your consoles staying in great shape!






www.etsy.com/shop/SebCustomCreation

THE RETRO WORLD SERIES PRESENTS



UPCOMING SCHEDULE

EVENT	DATE	LOCATION
	JUNE 8, 2018	SOUTHERN-FRIED GAMING EXPO, ATLANTA, GA
	JUNE 23, 2018	TOO MANY GAMES, OAKS, PA
	AUG 11, 2018	GAME ON EXPO, PHOENIX, AZ

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Remembering the Arcade Industry Trade Shows

By Q*Bert's Dad Warren Davis

One of the most enjoyable aspects of a career in the video arcade industry in the 1980s was attending the industry's trade shows. These events (not open to the general public) were like video arcades on steroids. Game manufacturers brought dozens of their newest machines to the show floor, all set on free play and set inside theme park-like spaces (called "booths", although they were usually large and without walls) designed to entice you to come in and play. The phrase "kid in a candy store" comes to mind.

Video arcade games were considered part of the coin-op (for coin-operated) industry, which covered machines that generally sat in a public place and took in money (like pay phones and the washers and dryers you'd find in laundromats). A subset of those machines delivered some form of entertainment, and these were called coin-operated amusements. Before video games, that meant jukeboxes, kiddie rides, pinball machines, air hockey tables, skee-ball and the like. But as videogames swept the nation throughout the 1970s, they basically took over the trade shows. Everything else got much less floor space.

There were two major annual coin-op trade shows in the US when I joined the industry - the AOE (Amusement Operators Expo) in the spring and the AMOA show (Amusement and Music Operators Association) in the fall. And although the word "Amusement" appears in the names of both trade shows, I swear I remember seeing vending machines and other "non-amusements" hidden in the edges of the show floor on occasion.

Both shows were frequently in Chicago, which was convenient for me since that's where I lived and worked. And since the shows were local, it was cheaper for companies like Gottlieb, Williams, Bally/Midway and Stern to send their employees. The AMOA had been around since 1948 (known then as the MOA or Music Operators of America). The AOE was a relatively new (and

smaller) show started in 1980 by Ralph Lally, publisher of Play Meter, one of the industry's trade magazines. It merged with another show, the Amusement Showcase International (ASI) in 1986 and became ACME (American Coin Machine Exposition).

If you've ever attended or seen video of E3 (the Electronic Entertainment Expo) with its sensory overload in every direction, you might have some idea what the AOE and AMOA show were like, although the technology was much cruder (no mega-screens) and the budgets and attendance were way smaller. The AOE and AMOA show would probably seem pretty quaint to a modern audience, but back then the excitement of attending and seeing the latest

Play Meter's Picks

Q*Bert heads the list as *Play Meter's* in-house choice for top game of the AMOA show. Publisher and Editor Ralph Lally II, Editorial Director David Pierson, and Mr. Player (a noted, anonymous expert) selected their top 10 games and those results were tabulated for a consensus list:

1. Q*Bert (Gottlieb)
2. Popeye (Nintendo)
3. Super Pac-Man (Bally)
4. Buck Rogers (Sega)
5. Pole Position (Atari)
6. Burger Time (Data East/Bally)
7. Time Pilot (Centuri)
8. Baby Pac-Man (Bally)
9. Front Line (Taito)
10. Millipede (Atari)

tie
Nibbler (Rock-Ola)

(Games like Sega's *Pengo*, Williams' *Joust*, and Nintendo's *Donkey Kong Junior*, etc., etc., were not included in the rankings because they were introduced before the AMOA Show.)

How reliable are these selections? Look back in your January 1, 1982 *Play Meter*, page 24. Our top picks for AMOA 1981 were *Tempest*, *Q*Bert*, *Donkey Kong*, *Galaga*, and *Frogger*. We aren't ones to brag, but these games fared well in the *Play Meter* Equipment Polls. (For further reference, see the top rankings of videos of 1982 on page 65 in the November 15 issue.)

All five of *Play Meter's* consensus picks finished in the Top Performing Videos of 1982. In fact, of all the games released at the '81 AMOA show, only six (*Donkey Kong*, *Galaga*, *StarGate*, *Tempest*, *Q*Bert*, and *Frogger* in that order) made it in the top 15 games of the year listing. The other top videos were either released prior to the '81 AMOA or later in 1982.

As far as the accuracy of our "experts" goes, Pierson was in front with five of five. Lally was a close second with four of five, and independent reviewers Roger Sharpe and Mike Bucki were in running distance with three out of five.

Nail this page to a door, and see how our experts finish with these games. By the end of the year, this page will be riddled with holes, or you'll have a bull's-eye!

Lally	Pierson	Mr. Player
1. Q*Bert	1. Q*Bert	1. Q*Bert
2. Popeye	2. Popeye	2. Super Pac-Man
3. Super Pac-Man	3. Baby Pac-Man	3. Buck Rogers
4. Buck Rogers	4. Time Pilot	4. Popeye
5. Burger Time	5. Front Line	5. Pole Position
6. Nibbler	6. Pole Position	6. Millipede
7. Time Pilot	7. Burger Time	7. Burger Time
8. Pole Position		
9. Front Line		
10. Mr. F. Lee		

From Play Meter's coverage of the 1982 AMOA show. Q*Bert tops everyone's list for best game of the show.

CES '83 is where all of the home ports of Q*Bert were introduced by Parker Brothers. Seen here are the Atari 2600, Atari 400/800, Commodore 64, Vic 20 and table-top versions



or distributors (middlemen who might place machines in some venue or sell them to operators outright). Lurking around each manufacturer's booth was their sales force with coin test results and flyers at the ready or whatever they could use to convince distributors to place a big order for their newest games.

The spring 1982 AOE was my first industry trade show, and being kind of new, it seemed like Disneyland, only cooler. Some of the booths were stunningly designed and new games were everywhere. And then there were the ever-present "booth babes" - a concept that still exists today although maybe not in quite the same form. The booth babes back then were intended to entice attendees (who were overwhelmingly men) into the booths, so the sexier the better. Ironically, as I was studying acting in my off hours, I would occasionally run into women I knew from classes at these shows. They'd been hired as booth babes through their modeling agency. So, I related to them more for their plight (standing on their feet all day, being cold due to their skimpy outfit) than for their sexuality. Not all booth babes exuded sexuality, though. Gottlieb's, I seem to recall, were always dressed on the conservative side.



John Tobias stands next to a couple of actors dressed as characters from Mortal Kombat at the 1993 AMOA Show

Gottlieb brought its first in-house developed video game, Reactor (designed and programmed by Tim Skelly), to the 1982 AOE. It was March, and I'd been working at Gottlieb since January. My first project was doing some minor programming on Tom Malinowski's never-released game, ProVidGuardArgus (not its actual name - that's what I call it, a combination of all the names it was tested with... Protector, Videoman, Guardian and Argus). It was late March and I was just finishing up with that project. It would have been just around the time that I saw a screen filled with "cubes" that inspired me to write some code to implement gravity and randomness which eventually became Q*bert.

By the time the next trade show rolled around (the AMOA show in November), Q*bert had been finished, put on test and was doing very well. Gottlieb jumped on the Q*bert train in a big way for

the AMOA. And Q*bert did quite well there too! Many people called it the "game of the show", although it had some stiff competition from games like Popeye and Burger Time. The experience of being at a show where my own game - my first! - was being shown is indescribable. Seeing a dozen Q*bert cabinets lined up and watching people play and enjoy it was an unbelievable thrill. Of course, I had no idea then that Q*bert would be known and appreciated decades later. I was just happy that people liked playing it. It made me want to keep making games. Since Gottlieb was adamant about keeping the identities of their designers under wraps, there was no glory or recognition of my work. I spent that show pretty much anonymous.

The spring 1983 AOE introduced Dragon's Lair to the world and everyone stood up and took notice. Laserdisc games were going to be the future, and everybody started working on one. Gottlieb was no exception, and by the fall, M.A.C.H. 3 was shown at that year's AMOA show, which was held in New Orleans for some reason. I didn't attend, which was fine since I was working on a follow-up to M.A.C.H. 3... Us vs. Them, a sci-fi themed game conceived by Dennis Nordman, with help from Dave Faust, Rich Tracy and myself. That game, like M.A.C.H. 3, superimposed our foreground sprites against flying footage, but in this case the footage was shot at different locations around the country, at a number of camera angles (first person, third person, side-scrolling, etc.), and gameplay was interspersed with scenes of live actors in the command center where a story unfolded in 10-15 seconds chunks.

The plan was to unveil Us vs. Them at the spring 1984 AOE show, and we worked furiously to achieve that goal. But the project was huge. I had to not only program every part of the gameplay, but also edit the video, which consisted of different, randomly selected flying backgrounds for some levels, well over a dozen scenes, with actors to start each level, and a variety of comic interstitial cutaways inserted into each flying scene. At some point we realized we'd never get the full game finished in time, so we set our sights on an abbreviated version with maybe 6 or 7 of the planned 13 levels playable. The laserdiscs had to be mastered, tested and reproduced which added some lead time. I remember working many all-nighters to get everything done. For a while, I wasn't sure it was possible. But I was driven and wouldn't give up. I don't think I've ever been more focused on a task in my entire life.

At about three days before the show, I started to believe that I could actually have a playable game ready for the show, although it might literally take up to the last minute. And then our new VP of Business Development, Frank Ballouz, casually informed me that he was pulling the plug. He couldn't risk putting anything on the floor without adequate time for testing, and we certainly weren't going to have that. I was crushed. I knew I could get it done and done right, but Frank wouldn't budge. I just went home and stayed there a few days. I didn't even go to the show. After that, the game got finished without the burden of a deadline.

Williams (which later became Williams/Bally/Midway) always seemed to make an impressive appearance at these shows. Their booth designs were elaborate, and they produced promotional videos that ran continuously on TV monitors. For many games, like Mortal Kombat and Revolution X, they had characters from the games appear in full costume. Kerri Hoskins, who was digitized into so many Williams games, appeared as Mistress Helga from Revolution X when it debuted at the 1993 AMOA.

My saddest trade show story, though, was for a game I did for Premier Technologies. Premier was formed shortly after Gottlieb had its doors closed by its parent company, Columbia Pictures (whose parent company at the time was Coca-Cola). Gil Pollack was a VP at


Gottlieb and he bought the rights to use the Gottlieb name on new pinball machines. He also hired back pretty much all of Gottlieb's pinball department and housed them all in Gottlieb's Bensenville plant, so Premier Technologies was really just the old Gottlieb pinball department reborn. When Gil decided to start up a video game division, he hired me and some of my Gottlieb colleagues to create a new arcade videogame system and make a game.

When we started, I told him he had an opportunity here. No one knew he was planning to enter the video market, so we could take our time to get the hardware and the game really right and then reveal it to the world. He seemed to agree wholeheartedly, but a month later I read a report in one of the trade magazines in which he announced that Premier was entering the video market, and our first game would be shown at the 1989 ACME show! We had barely started conceiving what our hardware would be and he gave us a hard and fast deadline for a finished product!

Needless to say, things did not go smoothly. We had noise problems in our hardware, we had wiring problems with our joystick, we had design problems in the game... all of which were eventually solved with time. Just not within the time that was available to us.

The 1989 ACME was held at the Hilton in Las Vegas. Gil had promised a video game, but all the cabinets we'd built had noisy circuit boards, meaning they might (or might not) freeze up during gameplay. Rather than risk the debacle of showing off buggy machines, Gil (ever the showman) decided to create a little intrigue. He put one cabinet on the show floor, still in its cardboard box on a handtruck with the marquis just peeking out over the top and a sticker on the box saying "The Exterminator - Coming early Oct. '89". If anyone wanted to know more, they had to ask.

Meanwhile, up in a suite occupied by a couple of Premier employees, we had 3 working cabinets set up where we could give private demos of the game to the most important distributors. Every time the game was played, we had to cross our fingers that it wouldn't crash. If it did, we would explain that the hardware in these cabinets was first generation, and that our newer double-sided, less noisy boards (which were coming soon!) would fix the problem.

It was at times a tense show to get through, yet despite all that, I still managed to enjoy myself by catching up with former colleagues and playing the newest games. And of course, it was Vegas, so there was that. That's the thing about these shows - they could be emotional roller-coasters if a game you'd worked on was being shown (and your reputation was on the line), or just a lot of fun and no pressure. In either case, I wouldn't trade those memories for anything. 

Cool Control From Retro-Bit

BY OLD SCHOOL GAMER

THE RETRO-BIT DUAL LINK CONTROLLER FOR NES / MAC / PC

A step up from the aging NES d-pad, this handy controller comes sporting two flavored paint job themes: MegaMan or Ghosts 'n Goblins. While you may still be diagnosed with "Nintendo Thumb," using this controller is a breeze as it plugs directly into any PC or Mac via the standard USB port. For the gaming purist who wants the "real feel" of the "real deal" it pops directly into the NES, or any NES compatible third party console. This controller's only "shortcoming" is that its cable is only six feet long, compared to the original NES's reaching almost eight feet in length. Still, a "real steal" at only 13 bits.



THE RETRO-BIT POWER STICK FOR NES

Modeled after Nintendo's premium NES Advantage Controller, the Power Stick does a good job of cloning its original predecessor. The only exception is that the slow-motion and auto-fire functionalities have been omitted. The Power Stick is a more solid build than retro-bit's own Dual Link Controller, and the better solution if you're looking for a more traditional ball-top joystick. The micro-switch buttons are LOUD, giving off a very satisfying click when activated, and feel "oh so good!" More importantly, this controller is accurate, which warrants the purchase and verifies the reason for obtaining such a device.

retro-bit.com



Warren Davis is a classic videogame creator best known as the designer and programmer of the original Q*bert arcade game. He also co-designed and programmed *Us. Vs. Them*, an innovative laserdisc title featuring scenes with live actors interspersed with sci-fi combat gameplay composited over actual flying footage. His other titles in the arcade industry include *Joust 2* (for Williams), *T2:Judgement Day* and *Revolution X* (for Williams/Bally/Midway). He was a pioneer in the use of digitized video. His WTARG system was used in many of Williams' most successful games, including *NARC*, *Hi Impact Football*, the *Mortal Kombat* and *NBA Jam* series', *T2*, *Revolution X*, and more. In 1995, Warren moved to Los Angeles to work for Disney Interactive on a variety of home titles. For a short time, he was an Imagineer with Walt Disney Imagineering. After Disney, he worked as a senior programmer on the console game *Spyro: Enter the Dragonfly*, and programmed an edutainment title, *The Lunar Explorer*, and spent some time at Industrial Light and Magic.

ColecoVision, Intellivision Pricer

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Game	Loose	Complete	Game	Loose	Complete	Game	Loose	Complete
Coleco 007 James Bond	\$14.99	\$30.70	Coleco Fraction Fever	\$7.10	\$15.71	Coleco Power Lords [Homebrew]	\$25.97	\$50.00
Coleco 2010: The Graphic Action	\$20.51	\$49.99	Coleco Frantic Freddy	\$18.48	\$59.03	Coleco Q*bert	\$7.11	\$15.25
Coleco Alphabet Zoo	\$15.01	\$38.98	Coleco Frenzy	\$23.31	\$32.28	Coleco Q*bert's Qubes	\$64.99	\$181.47
Coleco Antarctic Adventure	\$16.99	\$49.82	Coleco Frogger	\$14.26	\$25.00	Coleco Quest for Quintana Roo	\$16.99	\$64.95
Coleco Aquattack	\$36.08	\$149.99	Coleco Frogger II: Threedeeep	\$13.95	\$45.09	Coleco River Raid	\$10.82	\$22.50
Coleco Artillery Duel	\$13.25	\$61.00	Coleco Frontline	\$6.58	\$21.34	Coleco Robin Hood	\$21.97	\$91.00
Coleco ArtilleryDuel/ Chuck Norris			Coleco Galaxian	\$34.39	\$106.83	Coleco Roc 'N Rope	\$11.99	\$19.06
Coleco B.C.'s Quest For Tires II	\$14.59	\$37.95	Coleco Gateway to Apshai	\$14.47	\$25.22	Coleco Rocky	\$4.77	\$21.61
Coleco B.C.'s Quest for Tires	\$19.45	\$59.56	Coleco Gorf	\$7.97	\$19.68	Coleco Root Beer Tapper	\$30.42	\$65.16
Coleco Beamrider	\$6.81	\$23.46	Coleco Gyruss	\$17.16	\$35.79	Coleco Sammy Lightfoot	\$74.99	\$208.49
Coleco Blockade Runner	\$19.63	\$40.88	Coleco H.E.R.O.	\$40.28	\$67.41	Coleco Sir Lancelot	\$26.03	\$113.84
Coleco Brain Strainers Buck Rogers: Planet of Zoom	\$9.89	\$19.99	Coleco Illusions	\$12.34	\$50.58	Coleco Sky Jaguar [Homebrew]	\$62.22	\$140.00
Coleco Bump 'n' Jump	\$14.99	\$54.66	Coleco It's Only Rock and Roll	\$29.30	\$500.37	Coleco Slither	\$7.91	\$55.30
Coleco Burgertime	\$15.87	\$19.99	Coleco Juke Box	\$10.78	\$24.13	Coleco Slurpy Smurf: Paint 'n' Play	\$35.02	\$231.79
Coleco Cabbage Patch Kids	\$10.93	\$32.92	Coleco Julius Erving vs. Larry Bird	\$9.99	\$16.24	Coleco Smurf Workshop Smurf: Rescue in Gargamel'	\$11.12	\$34.99
Coleco Campaign '84	\$20.90	\$56.02	Coleco Jumpman Junior	\$11.99	\$29.95	Coleco Space Fury	\$8.45	\$21.84
Coleco Carnival	\$4.91	\$10.45	Coleco Jungle Hunt	\$42.55	\$93.61	Coleco Space Panic	\$6.95	\$15.05
Coleco Centipede	\$9.95	\$10.53	Coleco KU Blackjack-Poker	\$4.87	\$11.12	Coleco Spectron	\$3.88	\$15.04
Coleco Choplifter!	\$27.49	\$59.19	Coleco Kevtris [Homebrew]	\$79.02	\$461.10	Coleco Spy Hunter	\$19.24	\$89.99
Coleco ColecoVision Controller	\$78.00	\$171.70	Coleco Keystone Kapers	\$21.49	\$86.38	Coleco Squish'em Sam Star Trek: Strategic Operations Simulator	\$35.53	\$79.95
Coleco ColecoVision System	\$109.99	\$130.82	Coleco Lady Bug	\$6.41	\$15.00	Coleco Star Wars	\$9.99	\$28.56
Coleco Colecovision Exp #1	\$48.91	\$107.55	Coleco Learning with Leeper	\$15.77	\$31.89	Coleco Subroc	\$20.84	\$52.99
Coleco Colecovision Exp #2			Coleco Looping	\$4.37	\$14.66	Coleco Super Action Controller	\$26.31	\$80.00
Coleco Congo Bongo	\$10.62	\$24.39	Coleco Miner 2049er	\$9.59	\$28.99	Coleco Super Cobra	\$7.17	\$14.99
Coleco Cosmic Avenger	\$5.38	\$12.56	Coleco Monkey Academy	\$12.92	\$26.30	Coleco Super Cross Force Super Donkey Kong [Homebrew]	\$24.44	\$54.98
Coleco Cosmic Crisis	\$59.99	\$300.00	Coleco Montezuma's Revenge	\$26.99	\$60.97	Coleco Super-Action Baseball	\$18.99	\$44.27
Coleco Cye [Homebrew]			Coleco Moon Patrol [Homebrew]	\$25.00	\$69.00	Coleco Super-Action Football	\$17.99	\$74.00
Coleco Dam Busters	\$10.96	\$64.78	Coleco Moonsweeper	\$13.62	\$61.98	Coleco Syndey's Evolution	\$28.23	\$62.09
Coleco Dance Fantasy	\$19.99	\$82.48	Coleco Motocross Racer	\$23.39	\$219.96	Coleco Tarzan	\$4.46	\$4.99
Coleco Decathlon	\$6.32	\$30.06	Coleco Mountain King	\$25.00	\$59.99	Coleco Telly Turtle	\$3.38	\$21.45
Coleco Defender	\$9.99	\$17.99	Coleco Mouse Trap	\$5.94	\$16.80	Coleco The Heist	\$15.72	\$90.00
Coleco Destructor	\$7.49	\$14.95	Coleco Mr. Do!	\$7.84	\$20.53	Coleco Threshold	\$12.47	\$31.82
Coleco Donkey Kong	\$6.00	\$15.36	Coleco Mr. Do's Castle	\$31.87	\$79.98	Coleco Time Pilot	\$12.91	\$19.95
Coleco Donkey Kong Junior	\$5.99	\$14.99	Coleco Nova Blast	\$15.40	\$43.49	Coleco Tomarc the Barbarian	\$9.17	\$24.99
Coleco Dr. Seuss Fix-up	\$15.06	\$35.00	Coleco Oil's Well	\$26.19	\$70.99	Coleco Turbo	\$40.00	\$92.00
Coleco Dragonfire	\$37.67	\$167.11	Coleco Omega Race	\$7.79	\$17.14	Coleco Tutankham	\$5.97	\$16.73
Coleco Dukes of Hazzard	\$15.00	\$52.37	Coleco Pepper II	\$7.99	\$15.50	Coleco Up 'n Down	\$37.99	\$174.07
Coleco Facemaker	\$9.41	\$29.95	Coleco Pitfall	\$15.16	\$25.04	Coleco Venture	\$7.00	\$106.35
Coleco Fathom	\$21.25	\$81.20	Coleco Pitfall II: Lost Caverns	\$23.63	\$53.81	Coleco Victory	\$32.19	\$59.77
Coleco Flipper Slipper	\$15.98	\$78.00	Coleco Pitstop	\$9.20	\$31.61		\$31.32	\$218.24
Coleco Fortune Builder	\$13.46	\$29.40	Coleco Popeye	\$9.26	\$22.10		\$4.29	\$10.32
			Coleco Porky's [Homebrew]	\$27.19	\$60.27		\$5.00	\$11.00

Game	Loose	Complete
Coleco War Games	\$7.27	\$19.71
Coleco War Room	\$6.22	\$39.32
Coleco Wing War	\$18.14	\$99.62
Coleco Wizard of Id's Wiz Math	\$123.44	\$649.00
Coleco Word Feud	\$31.57	\$352.99
Coleco Yie Ar Kung-Fu [Homebrew]	\$68.18	\$149.99
Coleco Zaxxon	\$4.95	\$17.17
Intell ABPA Backgammon	\$4.90	\$8.48
Intell Advanced Dungeons & Dragons	\$5.10	\$13.61
Intell AD&D: Treasure of Tarmin	\$6.76	\$14.19
Intell Armor Battle	\$3.92	\$5.81
Intell Astromash	\$3.69	\$3.88
Intell Atlantis	\$4.75	\$8.23
Intell Auto Racing	\$3.01	\$5.89
Intell B-17 Bomber	\$5.24	\$10.95
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Intell Beamrider	\$14.20	\$20.49
Intell Beauty & The Beast	\$4.65	\$8.49
Intell Blockade Runner I	\$15.84	\$19.72
Intell Body Slam Super Pro Wrestling	\$64.72	\$152.50
Intell Bomb Squad	\$4.80	\$8.52
Intell Bowling	\$2.32	\$8.99
Intell Boxing	\$3.31	\$5.90
Intell Bump 'N Jump	\$6.73	\$19.99
Intell Burgertime	\$4.55	\$9.86
Intell Buzz Bombers	\$6.99	\$11.04
Intell Carnival	\$3.97	\$4.52
Intell Centipede	\$9.04	\$15.92
Intell Championship Tennis	\$12.33	\$30.00
Intell Checkers	\$6.20	\$8.00
Intell Chess	\$7.60	\$16.45
Intell Chip Shot Super Pro Golf	\$13.83	\$25.13
Intell Commando	\$18.58	\$32.76
Intell Congo Bongo	\$69.32	\$302.42
Intell Defender	\$21.39	\$40.10
Intell Demon Attack	\$4.78	\$6.72
Intell Dig Dug	\$27.65	\$56.16
Intell Diner	\$37.24	\$74.14
Intell Donkey Kong	\$3.39	\$3.43
Intell Donkey Kong Junior	\$9.50	\$21.99
Intell Dracula	\$19.99	\$37.03
Intell Dragonfire	\$7.56	\$9.99
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Intell Frog Bog	\$5.60	\$7.99
Intell Frogger	\$5.43	\$7.99
Intell Golf	\$3.49	\$9.99
Intell Happy Trails	\$7.96	\$14.45
Intell Horse Racing	\$4.26	\$6.46
Intell Hover Force	\$14.92	\$34.99
Intell Ice Trek	\$9.16	\$19.99

Game	Loose	Complete
Intell Intellivision II System	\$97.19	\$215.61
Intell Intellivision Super Pro System		
Intell Intellivision System	\$34.53	\$86.24
Intell Intellivoice	\$14.48	\$21.17
Intell Kool-Aid Man	\$13.47	\$25.71
Intell Lady Bug	\$12.50	\$20.81
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Intell Las Vegas Roulette	\$7.99	\$9.95
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Intell Learning Fun II	\$162.06	\$610.00
Intell Lock 'N Chase	\$3.12	\$6.29
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Intell Major League Baseball	\$4.58	\$6.49
Intell Masters of the Universe: The Power of He-Man	\$12.93	\$33.00
Intell Math Fun	\$7.48	\$10.26
Intell Melody Blaster	\$37.75	\$83.05
Intell Microsurgeon	\$7.50	\$12.17
Intell Mind Strike	\$10.75	\$19.34
Intell Mission X	\$5.99	\$8.07
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Intell Mr. Basic Meets Bits 'N Bytes	\$15.50	\$18.90
Intell NASL Soccer	\$5.25	\$7.11
Intell NBA Basketball	\$3.50	\$6.98
Intell NFL Football	\$3.07	\$5.99
Intell NHL Hockey	\$3.88	\$6.44
Intell Night Stalker	\$3.49	\$6.47
Intell Nova Blast	\$6.82	\$15.00
Intell PGA Golf	\$4.68	\$6.51
Intell Pac-Man	\$14.99	\$28.49
Intell Pinball	\$6.06	\$20.85
Intell Pitfall!	\$3.47	\$7.48
Intell Pole Position	\$20.00	\$53.82
Intell Popeye	\$8.91	\$19.24
Intell Q*bert	\$7.35	\$21.85
Intell Reversi	\$3.30	\$7.06
Intell River Raid	\$23.91	\$39.99
Intell Royal Dealer	\$6.24	\$7.00
Intell Safecracker	\$7.50	\$32.98
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Intell Sewer Sam	\$9.99	\$17.06
Intell Shark! Shark!	\$13.85	\$23.12
Intell Sharp Shot	\$5.29	\$5.83
Intell Skiing	\$4.14	\$4.68
Intell Slam Dunk Super Pro Basketball	\$13.94	\$35.46
Intell Slap Shot Super Pro Hockey	\$17.80	\$39.10
Intell Snafu	\$3.97	\$5.99

Game	Loose	Complete
Intell Soccer	\$7.36	\$12.73
Intell Space Armada	\$2.95	\$5.43
Intell Space Battle	\$3.80	\$5.71
Intell Space Hawk	\$3.77	\$5.70
Intell Space Spartans	\$2.26	\$5.09
Intell Spiker! Super Pro Volleyball	\$743.74	\$1299.99
Intell Stadium Mud Buggies	\$152.25	\$201.35
Intell Stampede	\$5.90	\$10.50
Intell Star Strike	\$3.31	\$5.24
Intell Star Wars: The Empire Strikes Back	\$12.34	\$20.97
Intell Sub Hunt	\$3.51	\$5.49
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Intell Super Pro Decathlon	\$33.79	\$82.77
Intell Super Pro Football	\$7.06	\$23.61
Intell Super Series Big League Baseball	\$77.11	\$155.55
Intell Swords and Serpents	\$6.99	\$16.85
Intell Tennis	\$4.03	\$5.99
Intell The Dreadnaught Factor	\$12.99	\$23.74
Intell The Jetsons: Ways With Words	\$51.03	\$76.00
Intell Thin Ice	\$15.99	\$24.99
Intell Thunder Castle	\$24.99	\$45.07
Intell Tower of Doom	\$23.99	\$49.99
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Intell Triple Challenge	\$53.00	\$112.22
Intell Tron Deadly Discs	\$5.46	\$8.10
Intell Tron Maze-a-Tron	\$5.94	\$6.91
Intell Tron Solar Sailer	\$12.02	\$23.49
Intell Tropical Trouble	\$10.25	\$22.29
Intell Truckin'	\$17.03	\$18.59
Intell Turbo	\$40.66	\$80.00
Intell Tutankham	\$123.61	\$145.00
Intell US Ski Team Skiing	\$4.91	\$5.99
Intell Utopia Mattel/INTV	\$5.42	\$6.83
Intell Vectron	\$4.03	\$7.24
Intell Venture	\$6.00	\$7.37
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PEOPLE: Josh Neels

Continued from p.32

JN: Well most importantly, I have been graced with meeting countless numbers of amazing collectors from my arcade community. It has also amazing to be recognized for my group and hang out with from some of the icons of the arcade community such as Richie Knucklez, Walter Day, Eugene Jarvis, Billy Mitchell, Joel West, and others.

JY: Lastly, what are you up to in addition to ACWW? Also, anything else you'd like to add about your collecting or life?

JN: I recently decided to start getting into streaming video games on Twitch primarily targeted towards the Playstation 1 and Playstation 2 systems. I also play some current PC games on my channel as well. You can find my channel at www.twitch.tv/theplsaddict. I also have a Facebook and YouTube channel for my stream channel as well! Be sure to let me know that the Old School Gamer Magazine sent you! One of my personal goals for this summer is to get all of my arcade games I keep in my garage working 100% for the neighborhood kids to come by on Saturdays to play for free while I'm working on other fixing and restoring other arcade games. I figured it would be something fun for the kids to keep them occupied as well as keep them out of trouble.

If you would like to join Arcade Collectors World-Wide you can go to: www.facebook.com/groups/arcadecollectorsworldwide.

Cover Challenge Characters

WHO ARE ALL THOSE CHARACTERS ON THE COVER



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